£1.15 • 20TH JANUARY 1995 • NO. 43 • UK'S OFFICIAL SEGA COMIC • EVERY FORTNIGHT • NEWS, REVIEWS, Q ZONE

STC ACCELERATES INTO '95 WITH STREETS OF RAGE!

sonic the comic

starring SONIC THE HEDGEHOG™ PLUS KNUCKLES!

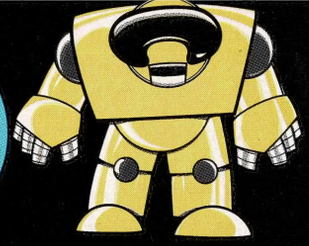
MARKO'S MAGIC FOOTBALL!

SONIC & KNUCKLES Q ZONE SPECIAL!

SCREECH OF RAGE!

43
9 770969 304020

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Hap-py New Year! I've already cracked open a new can of oil to celebrate the start of another mega-tastic year for *STC*. The humes-who-think-they're-in- charge have stumbled back into the office bedecked in their new string vests and hand-knitted balaclavas, but apart from that *STC*'s back to 'normal' after the Festive Bumper issues with a return to the usual format and the old price of £1.15. Less pages, but you can't win 'em all.

Hands up those humes who have made New Year resolutions. Mine was to ensure that *STC* launched into 1995 with an explosive start. Sonic 'first foots' in a brand new two parter, **Badnik's Bridge. Sonic and Knuckles** get double exposure in the **Review Zone**, and **Q Zone** (mamadroid used to say never do things in half measures!). Plus there's continuing action in **Streets of Rage**, **Marko's Magic Football** and the Knuckles series, **Carnival Night Conspiracy**.

There's plenty more surprises up my mighty metal sleeve for '95, but for now, tell me what you'd like to see more of in *STC*. Hold off on the begging letters though, as I'm too modest to pose for a centre-spread!

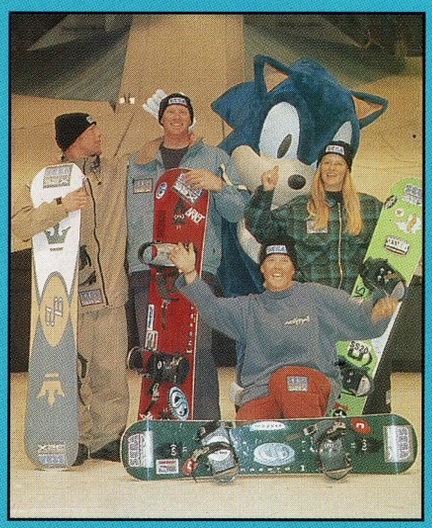
Megadroid

SLIDE INTO '95!

Whoops! The New Year gets off to a slippery start as Sega joins forces with the UK's first ever Pro Snowboard Team! Combining the racing and freestyle Snowboarding skills of the riders with Sega's mega-powered 32X add-on accessory, this dynamic partnership will enable UK riders to compete, train and gain international experience. Not bad, eh?

Never one to miss out on the action is Sonic, who has s-no trouble at all mastering the sport!

The 32X Sega UK Pro Snowboard Team official World Snowboarding Tour starts on 1st April. No fooling!



Snow Business.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	new	FIFA SOCCER'95
2	▲	THE LION KING
3	▼	SONIC AND KNUCKLES
4	new	EARTHWORM JIM
5	▼	URBAN STRIKE
6	RE	MICRO MACHINES
7	RE	SONIC SPINBALL
8	▼	MORTAL KOMBAT 2
9	RE	JURASSIC PARK
10	▼	SONIC THE HEDGEHOG

MEGA-CD

1	—	REBEL ASSAULT
2	▲	SONIC CD
3	▼	MICKEY MANIA
4	▼	FIFA INTERNATIONAL SOCCER
5	—	SEWER SHARK
6	▲	ECCO THE DOLPHIN
7	—	THUNDERHAWK
8	▲	SILPHEED
9	RE	WOLFCHILD
10	new	JAGUAR XJ220

MASTER SYSTEM

1	▲	JUNGLE BOOK
2	▲	ALADDIN
3	new	THE LION KING
4	▼	SONIC THE HEDGEHOG 2
5	▲	ROBOCOP V TERMINATOR
6	▼	SONIC CHAOS
7	▼	DESERT SPEED TRAP
8	RE	PGA EUROPEAN TOUR GOLF
9	RE	DESERT STRIKE
10	RE	MICKEY MOUSE 2

GAME GEAR

1	new	THE LION KING
2	▲	COOL SPOT
3	new	ROBOCOP V TERMINATOR
4	—	MORTAL KOMBAT 2
5	▲	JUNGLE BOOK
6	▲	SONIC CHAOS
7	RE	SUPER OFF ROAD
8	RE	DONALD DUCK
9	▼	SONIC THE HEDGEHOG
10	—	SHINOBI 2

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Peter Richardson
- **Publisher:** Rob McMenemy

Published every other Saturday by Fleetway Editions Ltd., 25/31 Tavistock Place, London WC1H 9SU. Tel: 071 344-6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Britain by William Gibbons & Sons Ltd., Willenhall, West Midlands. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London.

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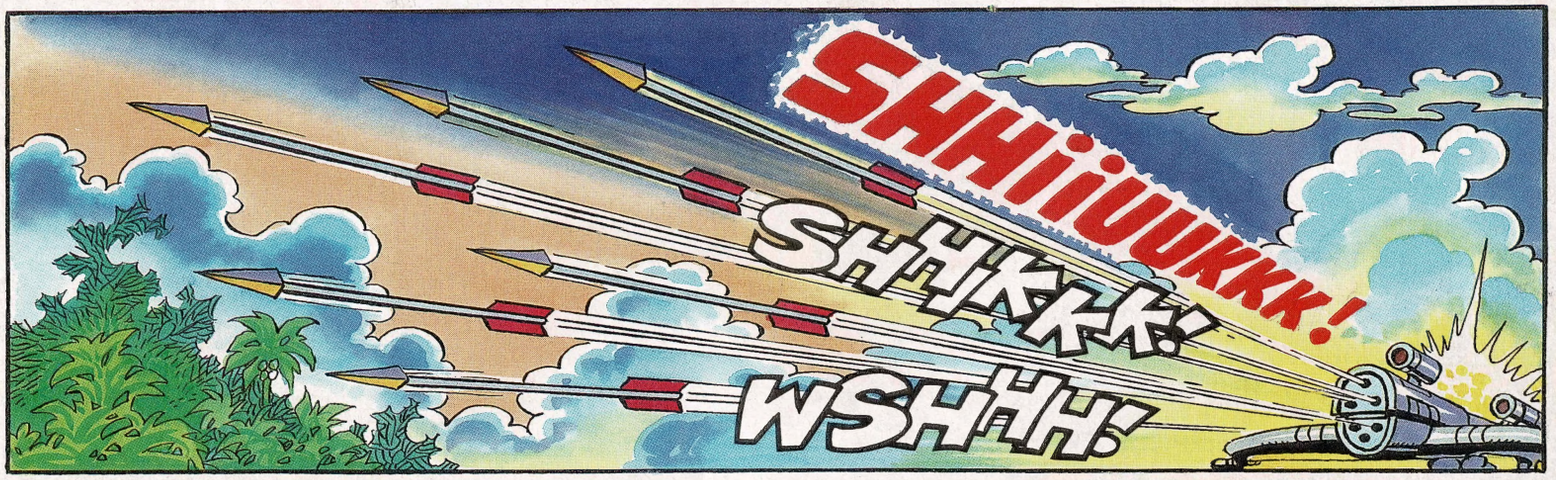
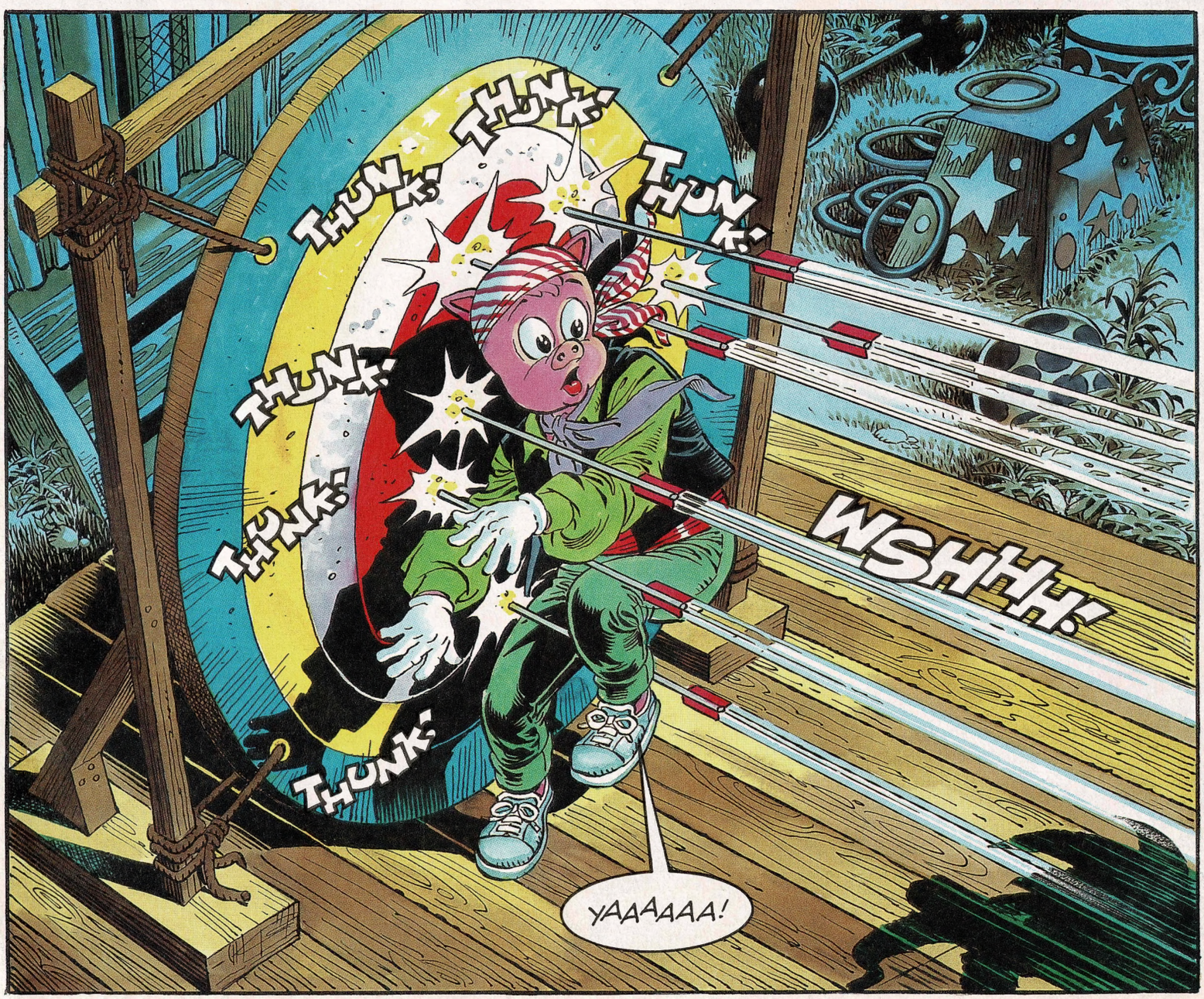
Circulation/trade enquiries: Comag Magazine Marketing, Tavistock Road, West Drayton, Middx. UB7 7QE. Tel: 0895- 444055. Production: Sarah Colley. Advertising: Tom Glenister, Tel: 071 344-6410. ISSN 0969 3041.

SONIC THE HEDGEHOG™

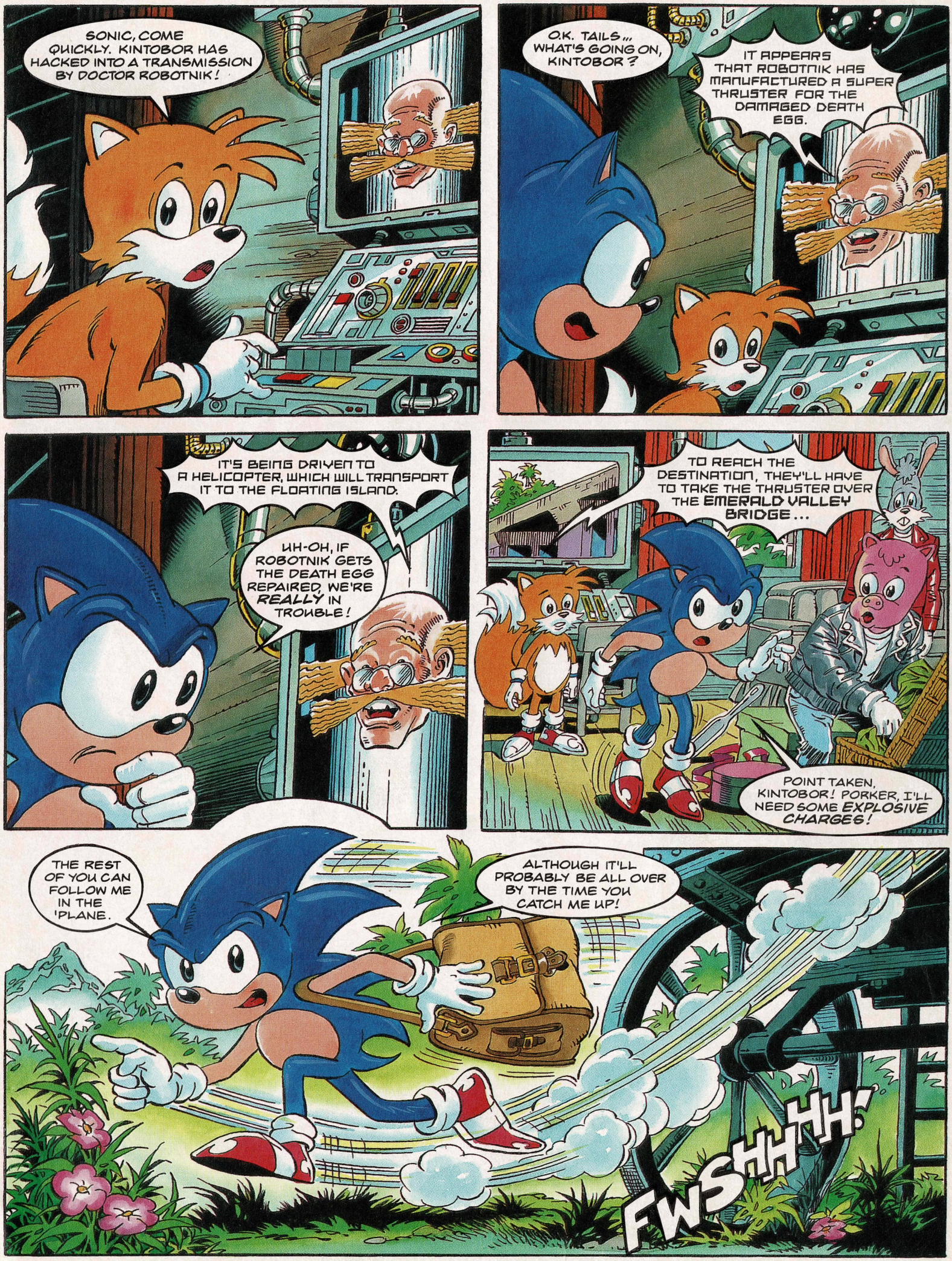
Badniks Bridge
PART 1

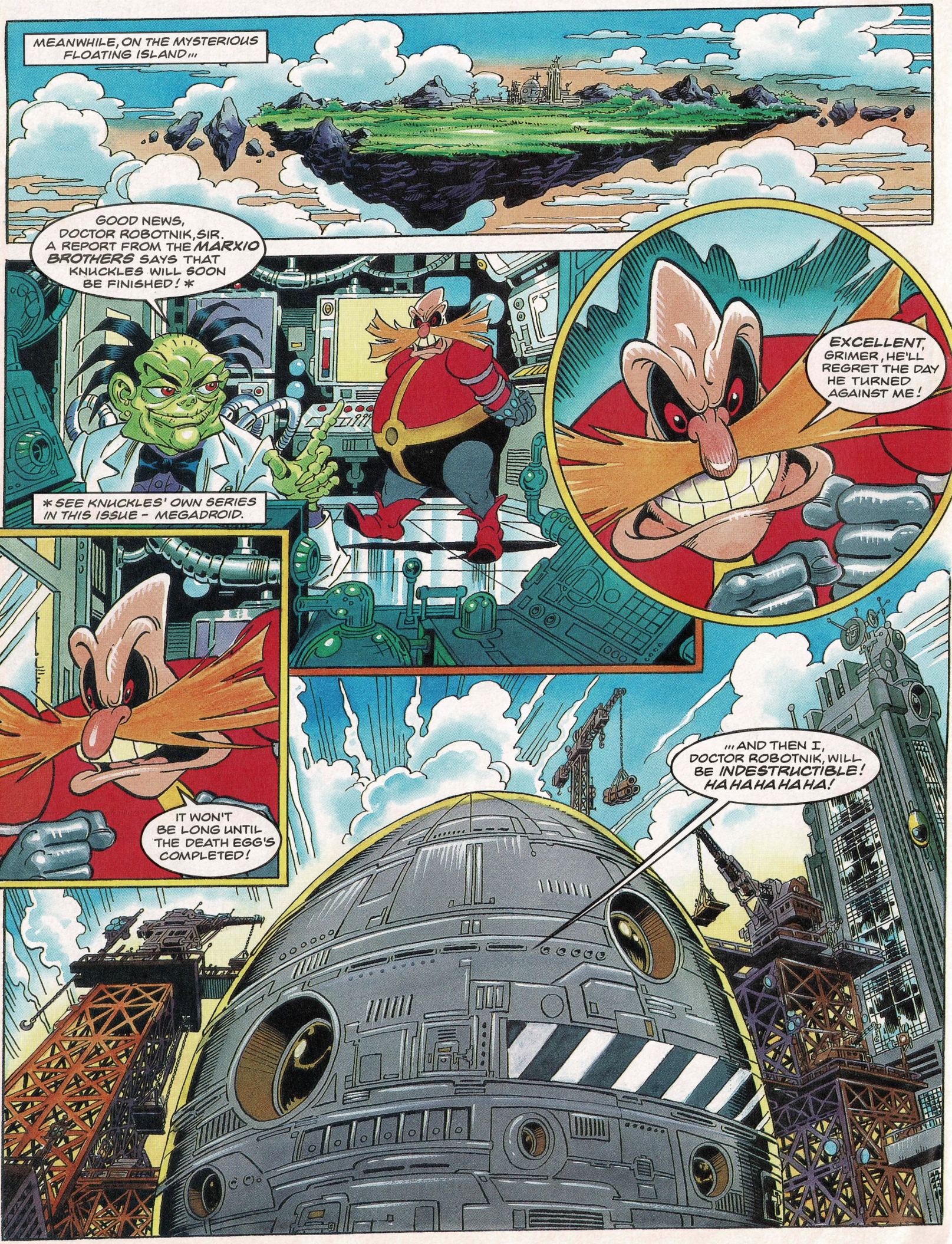
Script:
Nigel Kitching
Art:
Casanovas
& John M. Burns
Lettering:
Ellie de'Ville

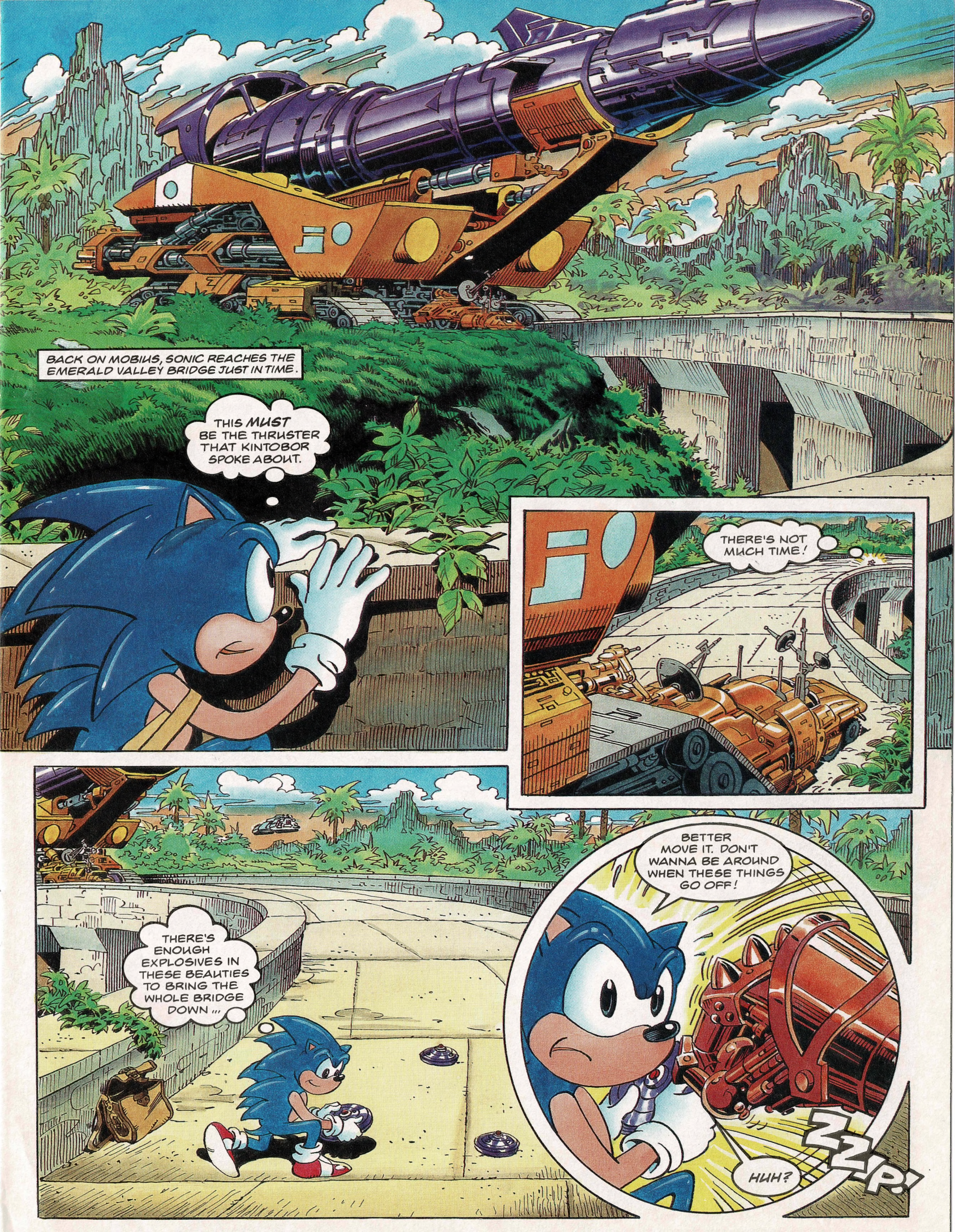


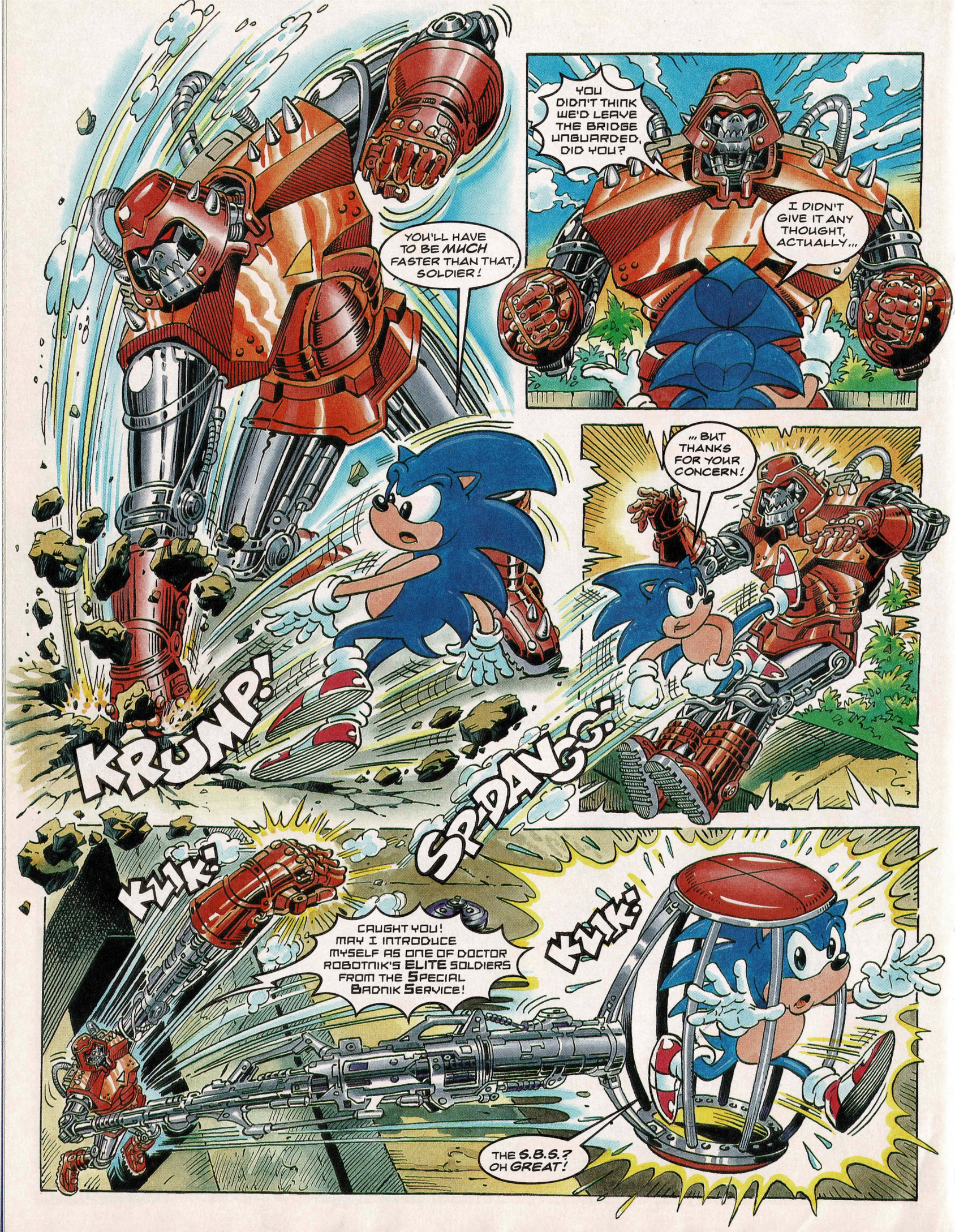


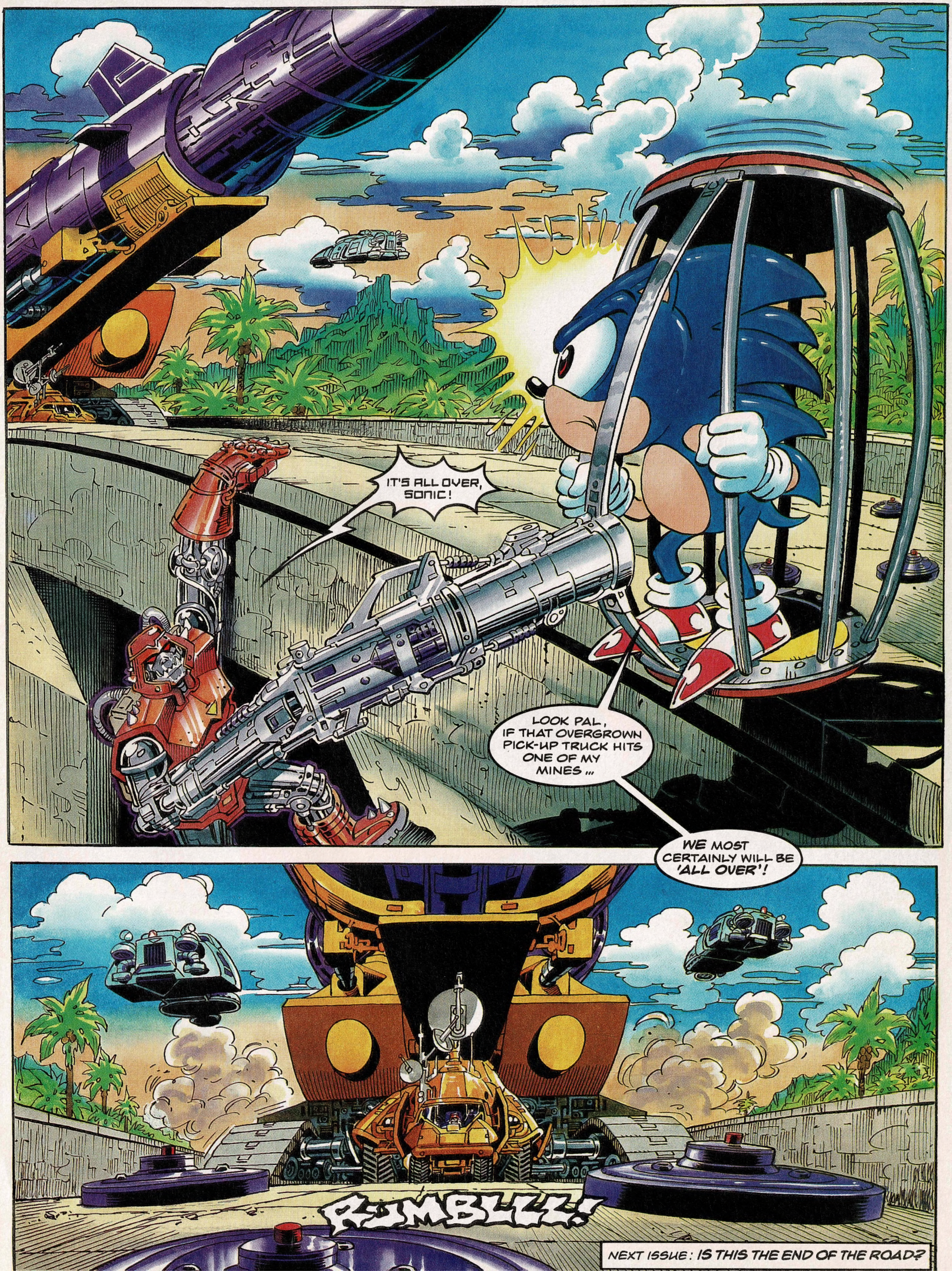
FORCED OUT OF THEIR SECRET BASE BY DOCTOR ROBOTNIK, SONIC AND HIS FREEDOM FIGHTERS ROAM THE COUNTRYSIDE OF THE EMERALD HILL ZONE DISGUISED AS A TRAVELLING CIRCUS.
YAAYY!
WHAT A SHOW!
BOB BEAKY'S TRAVELLING CIRCUS
CAN'T YOU KEEP STILL, PORKER, I'M STILL TRYING TO GET THE HANG OF THIS NEW BOW!
THAT'S WHY I'M SHAKING!
THANKS FOR BEING A GREAT AUDIENCE, FOLKS. IF YOU ENJOYED THE SHOW, BE SURE TO TELL YOUR FRIENDS!
YOU'RE A REAL STAR WITH THAT BOW, AMY.
UH? OH, THANKS JOHNNY.
HEY, JOHNNY... DIDN'T REALISE YOU HAD EYES FOR AMY!
'COURSE I DON'T!
BUT HEY, IF YOU CAN STOP HER FROM PESTERING ME...!


SONIC, COME QUICKLY. KINTOBOR HAS HACKED INTO A TRANSMISSION BY DOCTOR ROBOTNIK!
O.K. TAILS... WHAT'S GOING ON, KINTOBOR?
IT APPEARS THAT ROBOTNIK HAS MANUFACTURED A SUPER THRUSTER FOR THE DAMAGED DEATH EGG.
IT'S BEING DRIVEN TO A HELICOPTER, WHICH WILL TRANSPORT IT TO THE FLOATING ISLAND.
UH-OH, IF ROBOTNIK GETS THE DEATH EGG REPAIRED, WE'RE REALLY IN TROUBLE!
TO REACH THE DESTINATION, THEY'LL HAVE TO TAKE THE THRUSTER OVER THE EMERALD VALLEY BRIDGE...
POINT TAKEN, KINTOBOR! PORKER, I'LL NEED SOME EXPLOSIVE CHARGES!
THE REST OF YOU CAN FOLLOW ME IN THE 'PLANE.
ALTHOUGH IT'LL PROBABLY BE ALL OVER BY THE TIME YOU CATCH ME UP!
FWSHHHH!


MEANWHILE, ON THE MYSTERIOUS FLOATING ISLAND...
GOOD NEWS, DOCTOR ROBOTNIK, SIR. A REPORT FROM THE MARXIO BROTHERS SAYS THAT KNUCKLES WILL SOON BE FINISHED! *
EXCELLENT, GRIMER, HE'LL REGRET THE DAY HE TURNED AGAINST ME!
* SEE KNUCKLES' OWN SERIES IN THIS ISSUE - MEGADROID.
IT WON'T BE LONG UNTIL THE DEATH EGG'S COMPLETED!
...AND THEN I, DOCTOR ROBOTNIK, WILL BE INDESTRUCTIBLE! HAHAHAHAHA!


BACK ON MOBIUS, SONIC REACHES THE EMERALD VALLEY BRIDGE JUST IN TIME.
THIS MUST BE THE THRUSTER THAT KINTOBOR SPOKE ABOUT.
THERE'S NOT MUCH TIME!
THERE'S ENOUGH EXPLOSIVES IN THESE BEAUTIES TO BRING THE WHOLE BRIDGE DOWN...
BETTER MOVE IT. DON'T WANNA BE AROUND WHEN THESE THINGS GO OFF!
HUH?
ZZP!


YOU'LL HAVE TO BE MUCH FASTER THAN THAT, SOLDIER!
YOU DIDN'T THINK WE'D LEAVE THE BRIDGE UNGUARDED, DID YOU?
I DIDN'T GIVE IT ANY THOUGHT, ACTUALLY...
...BUT THANKS FOR YOUR CONCERN!
KRUMP!
SPANG!
KLIK!
KLIK!
CAUGHT YOU! MAY I INTRODUCE MYSELF AS ONE OF DOCTOR ROBOTNIK'S ELITE SOLDIERS FROM THE SPECIAL BADNIK SERVICE!
THE S.B.S.? OH GREAT!


IT'S ALL OVER, SONIC!
LOOK PAL, IF THAT OVERGROWN PICK-UP TRUCK HITS ONE OF MY MINES ...
WE MOST CERTAINLY WILL BE 'ALL OVER'!
RUMBLE!
NEXT ISSUE: IS THIS THE END OF THE ROAD?

REVIEW Zone

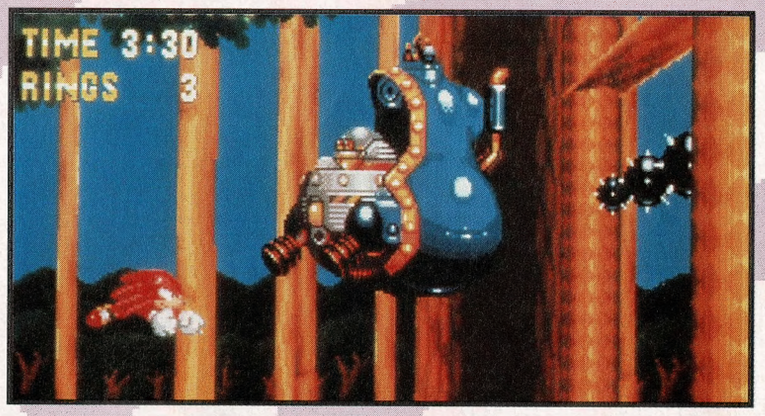
Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewer:
David Gibbon.

SONIC & KNUCKLES

MD
Mega Drive

game type: PLATFORM
1 PLAYER

RATING SYSTEM	
under 40% = Yawnsville	70 - 80% = Fun City
40 - 70% = Normalsville	80 - 90% = Big Time City
	Over 90% = Mega City

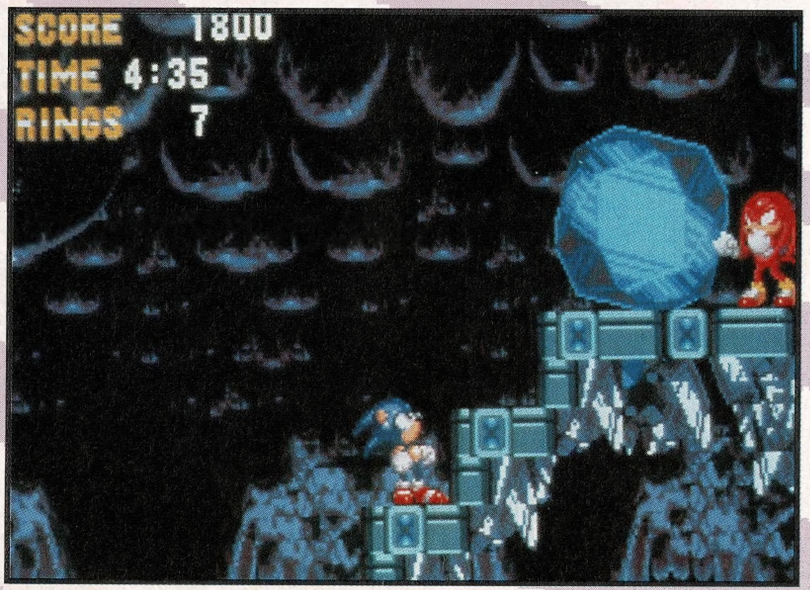


Following on from the huge success of *Sonic 3*, the next episode in the life of Sega's blue superstar is **Sonic & Knuckles**. This is the first game of its type to have a top-slot, allowing previous titles in the series to be backwardly compatible. For example, placing *Sonic 3* into **Sonic & Knuckles** allows you to be Knuckles in the game; thus adding a new dimension to gameplay and giving value for money with *Sonic 1, 2* and *3*.

Played over a total of six levels with two new bonus rounds, harder to beat bosses, plus plenty more objects to interact with and avoid, this game is an improvement on it's predecessor. The 3D in-yer-face Special Stage is still present, but unfortunately, the basic gameplay of running at speed, collecting rings and finding emeralds remains unchanged.

The much criticised F-Ram save facility introduced in *Sonic 3* is not included in **Sonic & Knuckles**, making it much harder to complete. Those who like a challenge will be satisfied.

Although this is the best Sonic game released so far, it would be wise for Sega to come up with a much needed change of gameplay for the future. **Sonic & Knuckles** is excellent value for money. For those who missed out at Christmas, be sure to put it on your birthday list!



FAST FAX

PUBLISHER	PRICE
SEGA	£44.99

GRAPHICS 93

SOUND 87

PLAYABILITY 92

RAVES
Best of the series so far. Compatible with *Sonic 1, 2 & 3.*

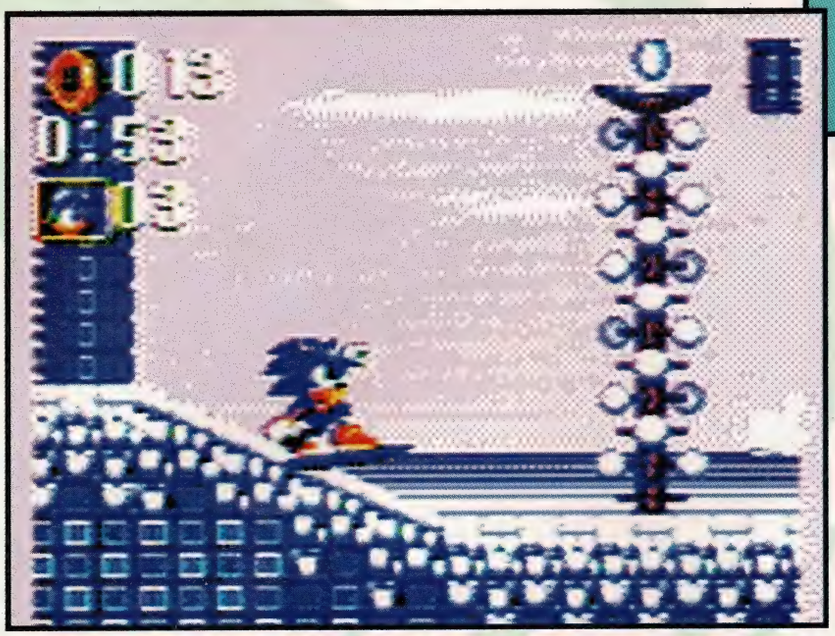
GRAVES
Could be responsible for a few dinners going cold!

OVERALL 91%

SONIC THE HEDGEHOG: TRIPLE TROUBLE

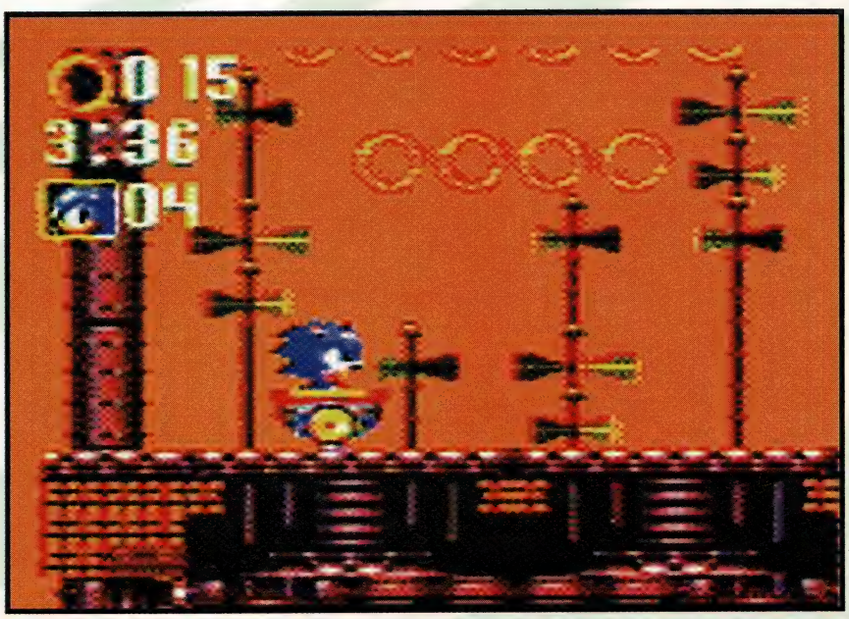
Game Gear

game type: PLATFORM
1 PLAYER



Who could blame Game Gear owners for thinking that Sega had forgotten them with the release of *Sonic & Knuckles* on the Mega Drive. Well, don't dispair as the latest handheld system only release is **Triple Trouble**.

Starring Knuckles, Tails, and of course, Sonic, there's also a brand new character making his debut: Nack the Weasel! Nack is a treasure hunter in pursuit of the Chaos Emeralds and he's not fussy who he steals them from! He's under the illusion that the Emeralds are merely large jewels capable of fetching a handsome price at market. Yes, poor old Nack is oblivious to the true power of the Emeralds. This Weasel may not be as fast as the others, but he is tricky, and uses a speedy air-bike for transport.



The starter menu allows you to play as either Sonic and Tails, and you also get the chance to play in a Time Attack where you race against the clock in order to gain a faster time. This takes place over a challenging special course and helps to improve your performance for the actual game.

Triple Trouble is played over six new zones, each containing three acts. You still have to travel through platform levels collecting rings and destroying badniks, and the aim is still to rescue the six Chaos Emeralds whilst defeating the evil Doctor Robotnik (humph!). However, you do get six very challenging zones with plenty of varied baddies to defeat, collectable items, bosses to destroy and two spanking new special stages!

It has to be said that a change in game type by Sega wouldn't go amiss the next time around. **Triple Trouble** certainly qualifies as a top Sonic game.

FAST FAX

PUBLISHER: SEGA
PRICE: £27.99

GRAPHICS 86

SOUND 79

PLAYABILITY 89

RAVES
Challenging with many new features.

GRAVES
Gameplay is somewhat stale.

OVERALL 87%

POSTER PROWER?
TAILS JOINS SONIC ON THIS SPECTACULAR GIANT POSTER IN...
Sonic
THE POSTER MAG
NO.9
BUT YOU'LL HAVE TO BUY IT TO SEE HIM!
PLUS A COMPLETE ALL-ACTION STORY!
ON SALE NOW!
PRICE £1.75

YES, JOHNSON, I STILL HAVE THE PHOTOGRAPHS. . .
POLICE DEPARTMENT
. . .I DON'T SUPPOSE YOUR WIFE'S EVER SEEN. . .
. . .FUNNY YOU SHOULD ASK! THERE IS SOMETHING I WANT. . .
SGT. FEROCCIO
. . .A HELICOPTER!
SOME FRIENDS OF MINE ARE IN TROUBLE DOWN BY THE EAST RIVER!
STREETS OF RAGE
THE ONLY GAME IN TOWN
PART 3
Script: Nigel Kitching Art: Peter Richardson Lettering: Tom Frame
RRR-RRRR!
SOUNDS LIKE SOME MEAN MACHINE'S HEADIN' OUR WAY. . .

RRRRR-RR
KRAK!
SCREEEE!
YOU OKAY, AXEL?
SURE, MAX!
THEY'RE PREPARING FOR A SECOND PASS.
THEY'LL TRY TO SPLIT US UP, BLAZE, SO LET'S STICK TIGHT.

WHKK!
ONE DOWN. . .
KRTTTCH
STRIKE TWO!
MIND IF I HITCH A RIDE, BUDDY?
HEY! I CAN'T SEE! ARE YOU CRAZY?
HEY, IF THAT'S YOUR ATTITUDE, MAN, I'M LEAVING!

BOY, I'LL BET THAT REALLY SMARTS!
KRUNK!
MAX! MOVE!
WHUFF!

SPILL IT, PUNK!
WH-WHAT?
IT-IT'S MR X. HE'S RUNNING A BOOK. THE WHOLE CITY'S TAKING BETS...
ON WHAT?
ON WHICH GANG WILL KILL ALL FOUR OF YOU!
S'RIGHT, FRIENDS. WE GON' BE REAL GENTLE WITH YOU GUYS...
REMINDS ME OF THAT OLD SONG, 'KILLING ME SOFTLY!'
SHUT IT, MAX.
EVERYONE FREEZE!
A POLICE CHOPPER!
BUT THE COPS WANT OUR HIDES AS MUCH AS THE GANGS DO!
PD
MOVE IT!
DO WE GO FOR IT?
YOU THINK WE HAVE A CHOICE?
NEXT ISSUE: BRIDGE OF DEATH.

NEWS Zone

Newshound: *Chris Jones.*

THE NEXT LEVEL

32X TITLES LIFT US HIGHER!

Whoa super alien action.

Stand by for multi polygon 3-D, get ready for ace light-sourcing and prepare yourself for superb sprite-scaling ability. If this all sounds too technical, all will be revealed this January and February. Software designed especially for Sega's new £170 upgrade - the 32X, is about to hit town. **Cosmic Carnage** is one of the first games out in the new year and is already being billed as the ultimate fighting game. From exclusive screen shots it certainly looks as if it will beat up other beat 'em-ups. It has a one-to-one fighting scenario featuring bizarre alien characters from across the galaxy. These aliens have different combat techniques, special moves and a special feature that allows some fighters to bolt on extra weapons to their body armour. This game guarantees fast and smooth fighting action and when a fighter pulls off a wicked move, camera-like scrolling zooms in on the action until it fills the screen. Price to be announced.

Two games based around sporting action also usher in the new year as hot releases for the 32X ... **Golf Magazine Presents Greatest 36 Holes** offers you stunning graphics as well as advice from top golfer Fred Couples on how to get around the holes. Matchplay or tournament play are options, but best of all you get to decide what your golfer wears. Should you go for trousers, shorts or mixed checks with the lurid golfing tops? You can even save your fashion disaster onto the carts memory so that he can come-back time and time again and turn heads and stomachs with both his golf and his appearance. **Super Moto-Cross** is the other sports game out and this is a fast action, dirt-in-your-face competitive moto-cross game. Sneak previews show awesome graphics and plenty of mud and dirt to churn up with your bike. Prices and specific release dates to be announced

Nice shot, shame about the 'slacks'!

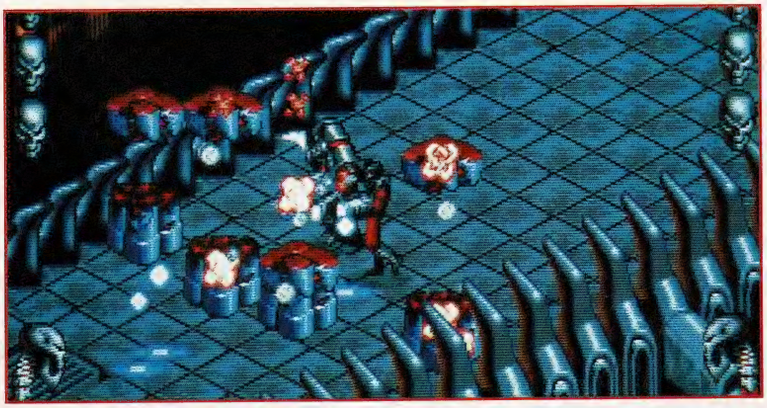
Time to kick off Robot Man!

*It's muddy, it's mad, it's **Moto-Cross.***

SKELETON KREW

DEM SCARY BONES!

Core Design are the company that brought us the recent prehistoric hit *BC Racers* on the Mega CD, which was a Fred Flintstone meets the superbikes type game. **Skeleton Krew** is their new game now making an appearance on the Mega Drive. Due for release at the beginning of February at a price to be announced, **Skeleton Krew** is a shoot 'em-up based around bony

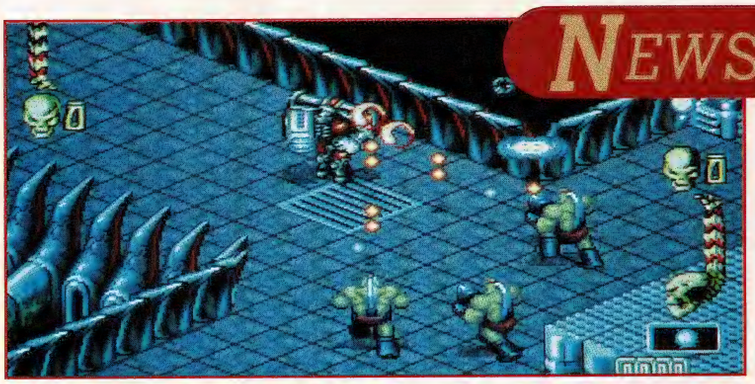


Bony bodies shake, rattle and roll .

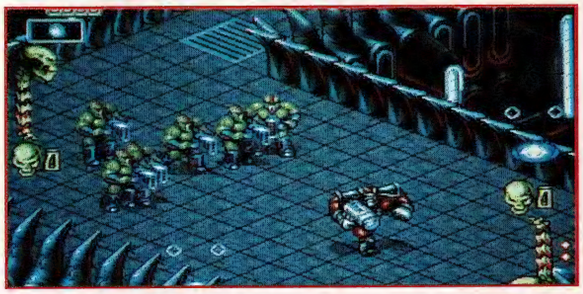
bodied dudes.

Set throughout our solar system and on the terrifying Psykogenesis Planet, evil cryogenics experimenter Mr Moribund Kadaver has created mutations (Psykogenix), responsible for wiping out cities. This guy's worse than a James Bond baddy because he wants to rule the universe with his company DEAD Inc. Thus the call goes up for morbid mercenaries to sort him out, make way for the **Skeleton Krew.**

You can choose to be one of three bags of bones: Joint, Rib or Spine, or as you set out on 8-way scrolling worlds conquering each level before facing up to its Boss. The non-chunky characters each come with a different weapon: a power beam for Spine, missile launcher for Rib and a bazooka for Joint. These weapons,



together with special power-ups, are used to fend off assorted enemies so as to make it to DEAD Inc's HQ. Get here and you must destroy Moribund Kadaver's terrible



new Psyko Machine that has the ability to make his evil dreams come true.

SHORT BURSTS

T Rex is mad.

Is it a tree? Is it a dinosaur?

Bronte-saw-us.

CADILLACS AND DINOSAURS

More news and first pictures here of a new game by the highly talented programmers at Rocket Science (first featured in *STC* 40). Out about now, priced £44.95 comes the quirky **Cadillacs and Dinosaurs.** The game is set 600 years in the future in the Xenozic Age, when human life struggles to survive against dinosaurs who are enjoying a revival. You join Jack 'Cadillac' Tenrec and Hannah Dundee in their 1953 vintage car as they race through dense and deadly jungles. You get to battle against monster predators, mutant poachers and other unforgiving hazards as you cruise along trying to wipe out anything that is remotely prehistoric looking. Thanks to the programmers 'Game Science system' you get lots of hot action. Definitely not a *dinosaur* of a game!

TWO RASHERS, PLEASE!

Game Gear owners are one behind in the *Road Rash* series - but not for long. While everyone else is rashing to the power of three you'll soon be able to kick, punch, fight and scrap in the sequel **Road Rash II.** Expect a release in early February (or sooner, if you're lucky!) priced around £29.99.

Ooof! Take that blue bike.

FRENCH LESSONS

The grapevine has revealed that two gaellic guys are soon to hit the Mega Drive ... **Asterix**, the famous little warrior is apparently dusting off his tunic and cape for a sequel to the successful original. Furthermore, Herge's boy detective **TinTin** is rumoured to be recruiting his dog Snowy and chum Captain Haddock for some crime-busting action. Watch this space and remember where you heard it first!

"I don't know what all the fuss is about. I wasn't even booked."

(Vinny Jones)

Referee and two linesmen.
Around £1·70.

Subbuteo
Accessories

"Puts the game in a different league, Brian."

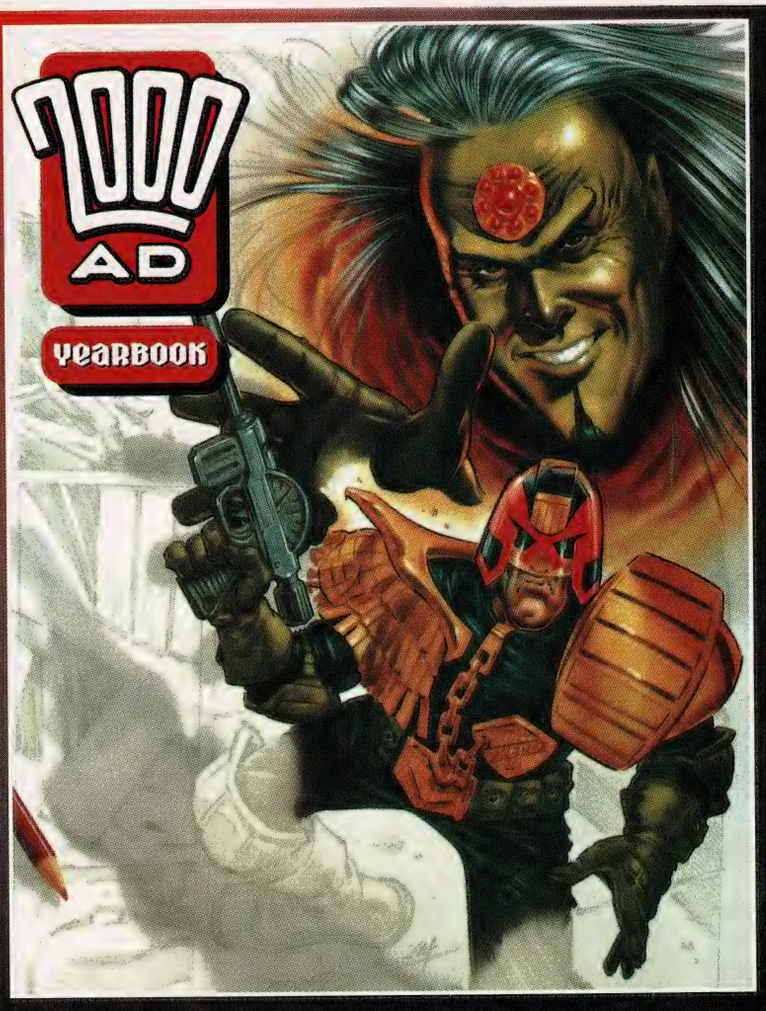
2000AD YEARBOOK

Featuring brain-dazzling dozes of pure, unrefined THRILL-POWER!

Inside: ROGUE TROOPER, THARG, ROBO-HUNTER & JUDGE DREDD

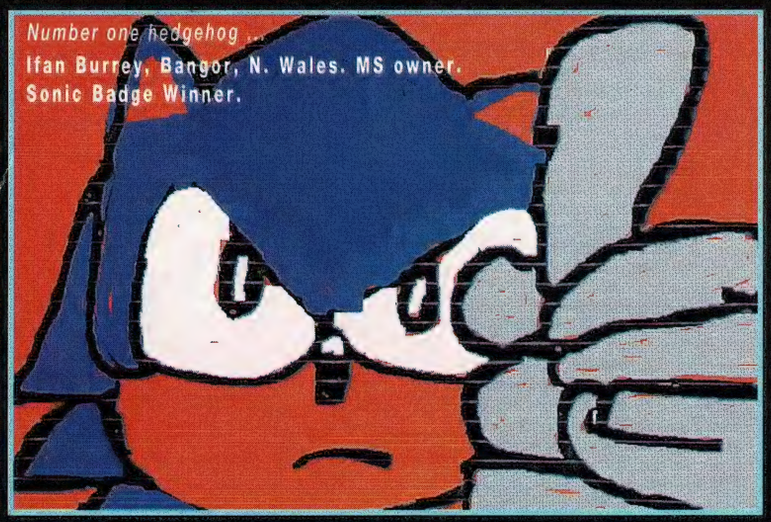
96 PAGES with double-gatefold painted cover for only £5.95

ON SALE FROM AUGUST 25



GRAPHIC Zone

Even computers are becoming inspired by Sonic, Tails (and Megadroid). But remember what they say, behind every computer drawing, there's a creative Boomer working away! An original, *STC* badge, not seen since issue 2, will be sent to each of the following:-



Number one hedgehog ...

Ifan Burrey, Bangor, N. Wales. MS owner.
Sonic Badge Winner.

Here's looking at you ...

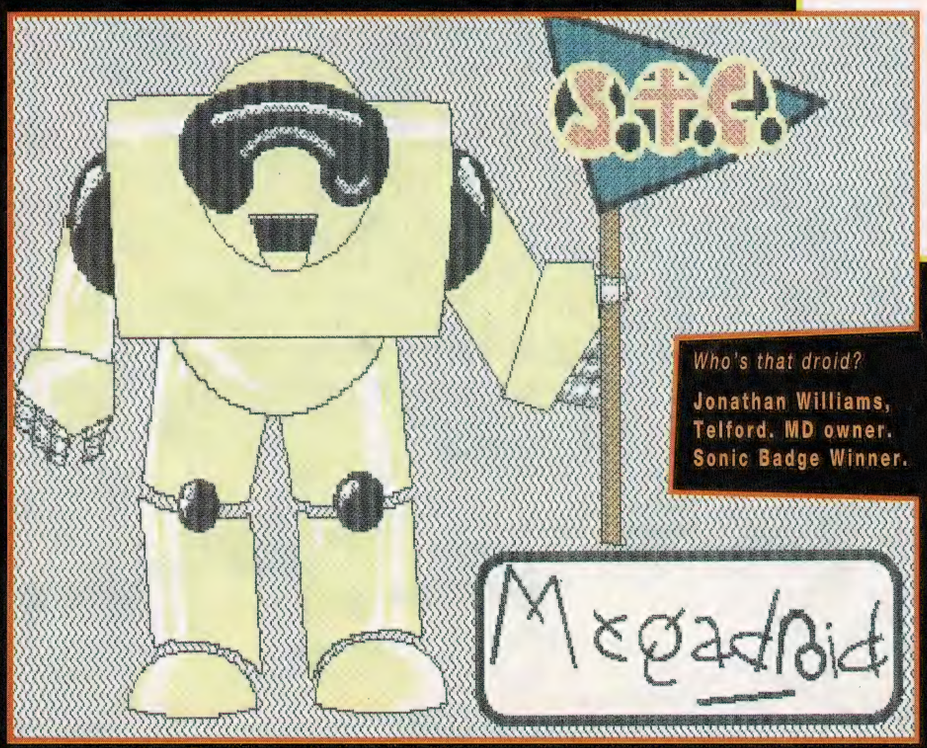
Leo Suarez Peringer, San Francisco, USA.
Sonic Badge Winner.

Foxy lady ...

Kevin Protheroe, Northampton. MD owner.
Sonic Badge Winner.

In a spin ...

Matthew Harris, Huntington, York. MD owner.
Sonic Badge Winner.



Who's that droid?

Jonathan Williams, Telford. MD owner.
Sonic Badge Winner.

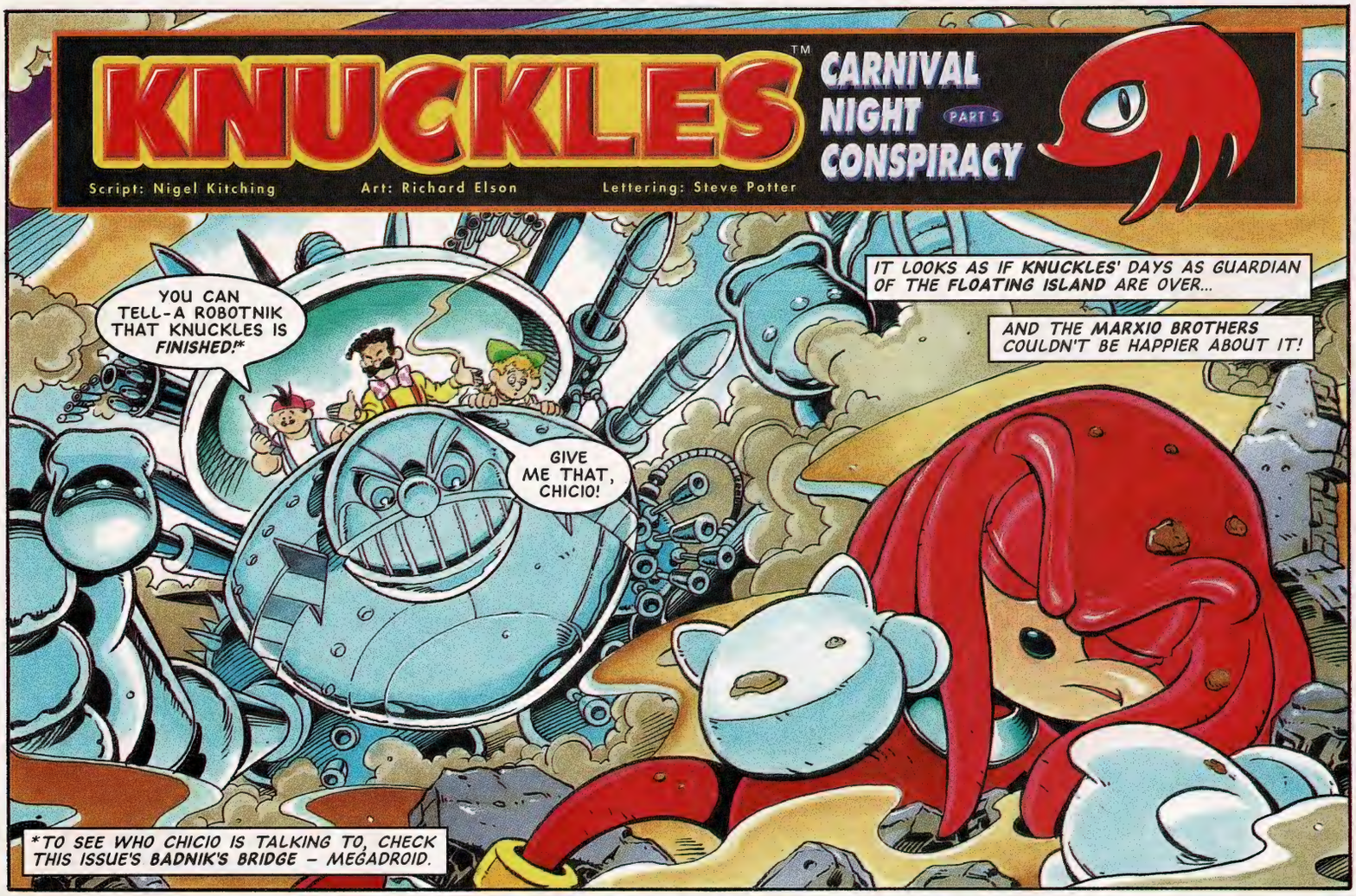
Although this is a special computer Graphic Zone, to get your regular artwork selected in future issues, please take note of the following tips:-

* Draw in ink on white paper (avoid pencil or crayons).
* Be original and don't copy pictures from the comic - try to come up with your own ideas.
* Include your name and address, preferably written in capital letters on the back of the page.

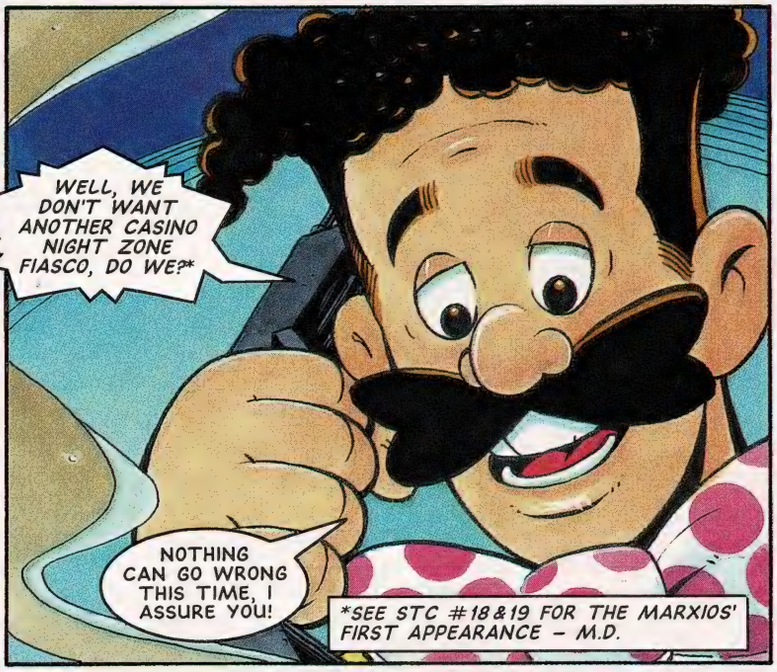
Once again, well done to those Boomers with the skilfull mouse-control who will each receive a Sonic 2 badge.

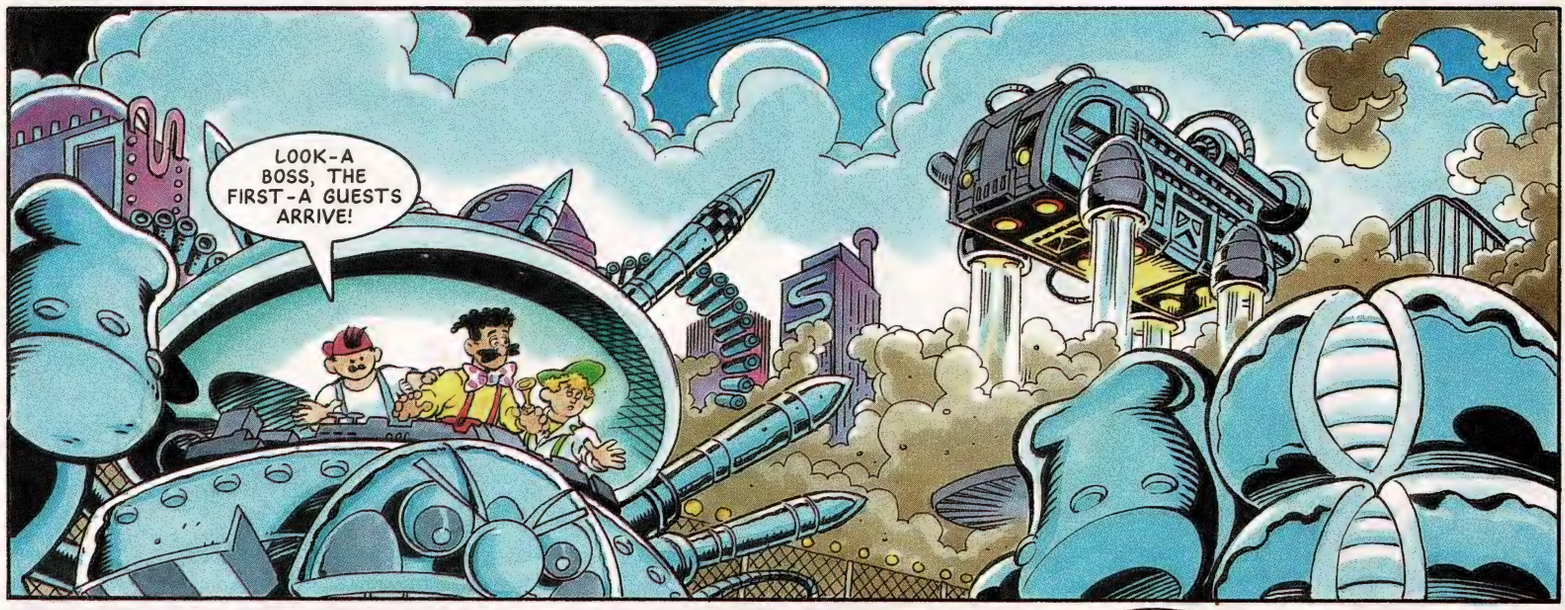
KNUCKLES™ CARNIVAL NIGHT CONSPIRACY PART 5

Script: Nigel Kitching Art: Richard Elson Lettering: Steve Potter

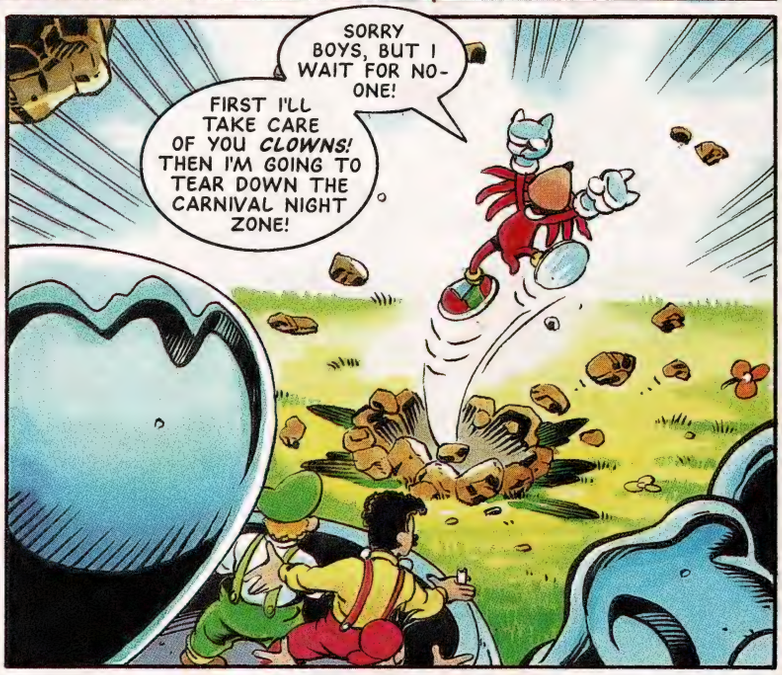

YOU CAN TELL-A ROBOTNIK THAT KNUCKLES IS *FINISHED!**
GIVE ME THAT, CHICIO!
IT LOOKS AS IF **KNUCKLES'** DAYS AS GUARDIAN OF THE **FLOATING ISLAND** ARE OVER...
AND THE **MARXIO BROTHERS** COULDN'T BE HAPPIER ABOUT IT!
*TO SEE WHO CHICIO IS TALKING TO, CHECK THIS ISSUE'S **BADNIK'S BRIDGE** – MEGADROID.

WE'RE EXPECTING THE FIRST VISITORS FROM MOBIUS ANY TIME NOW...
DOCTOR ROBOTNIK WILL EARN A *FORTUNE* FROM THE *CARNIVAL NIGHT ZONE!*


WELL, WE DON'T WANT ANOTHER CASINO NIGHT ZONE FIASCO, DO WE?*
NOTHING CAN GO WRONG THIS TIME, I ASSURE YOU!
*SEE STC #18&19 FOR THE MARXIOS' FIRST APPEARANCE – M.D.

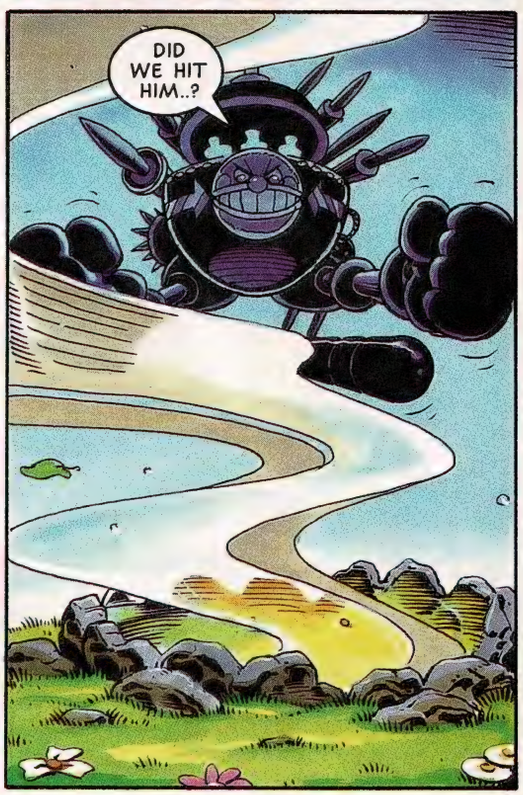

LOOK-A BOSS, THE FIRST-A GUESTS ARRIVE!

OH NO! WE MUST HURRY TO THE CARNIVAL NIGHT CONTROL ROOM AND ORGANISE THE OPENING DAY PARADE!
KNUCKLES WILL JUST HAVE TO WAIT!


SORRY BOYS, BUT I WAIT FOR NO-ONE!
FIRST I'LL TAKE CARE OF YOU CLOWNS! THEN I'M GOING TO TEAR DOWN THE CARNIVAL NIGHT ZONE!

SHOOT HIM!
FRSSSSSH

KROOOM!

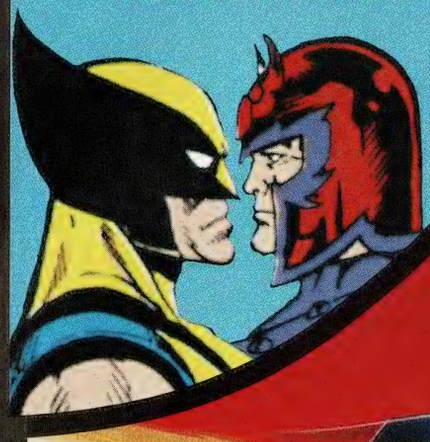

DID WE HIT HIM..?

UNLUCKY, CREEPS!
QUICK CHICIO, OVER HERE!
KRASSH!
HEY! WE MUST-A GOT THE LITTLE PEST-A THIS TIME!
OKAY CHICIO, GET DOWN THERE, I WANT TO SEE...
WHAT'S THAT NOISE... CHICIO, I'VE WARNED YOU ABOUT YOUR DIET!
IT'S-A NOT ME
RMMMMBBLLLL!
TIME TO TASTE YOUR OWN MEDICINE, GUYS!
KRAAASH!

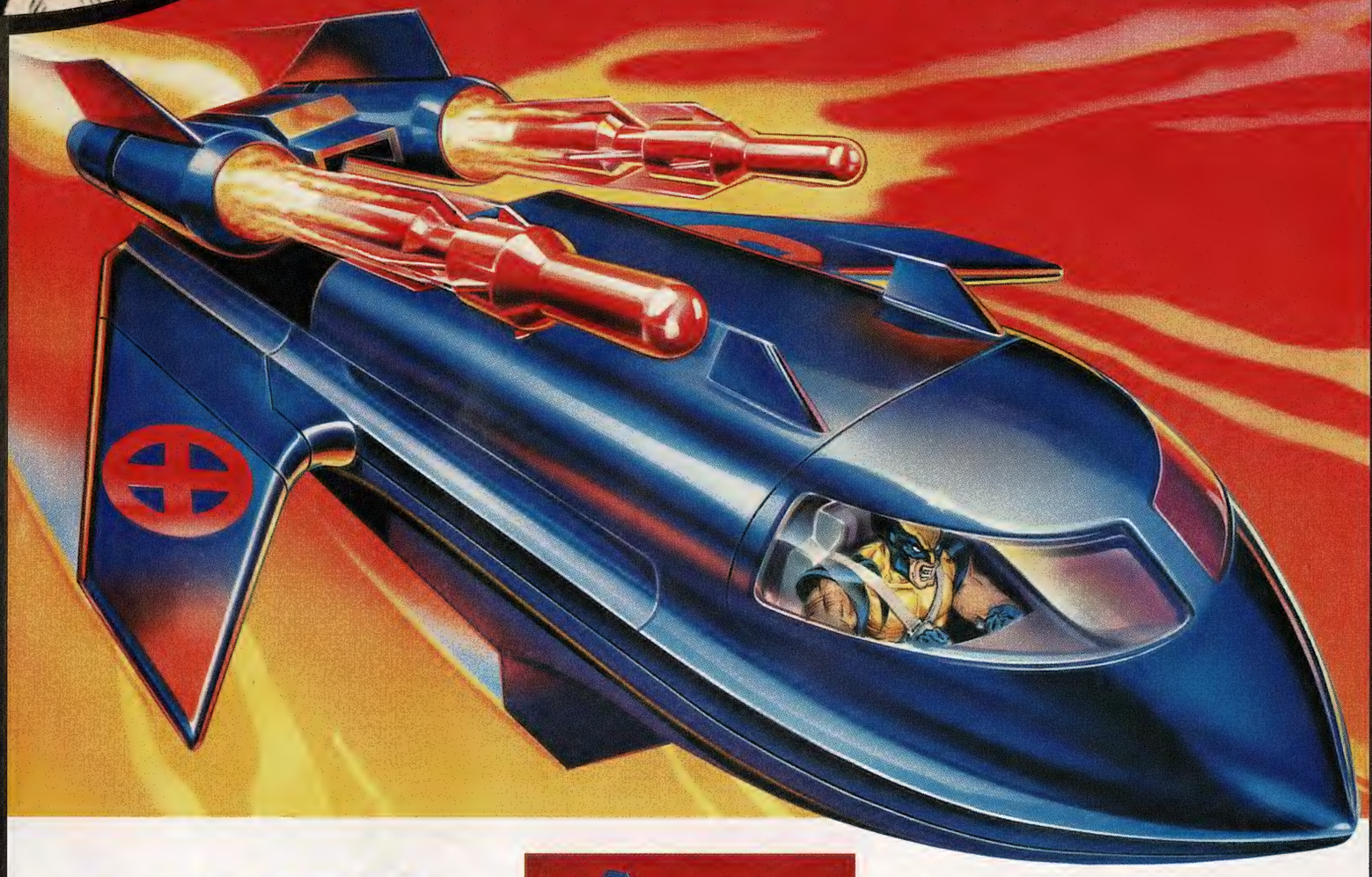
OH GREAT, THE CUSTOMERS ARE HERE AND WE'RE ABOUT TO TAKE ON A RAVING ECHIDNA!
HEY, DON-A WORRY BOSS. I ALREADY-A CALLED UP FOR REINFORCE-MENTS!
I DON'T BELIEVE IT... YOU DID SOMETHING RIGHT!
ZZZIP!
ZZZIP!
THESE BADNIKS WON'T HOLD ME FOR LONG!
WISHFUL THINKING, KETCHUP FACE!
HARPIO, GET BACK TO ORGANISING THE OPENING PARADE! CHICIO, WE HAVE GUESTS TO ATTEND TO!
FARP!
FARP!
WELCOME, ONE AND ALL TO THE MOST MAGNIFICENT MOBIUS ATTRACTION... THE FANTASTIC... CARNIVAL NIGHT ZONE!
SHUSH! YOU SHOULD HAVE GONE BEFORE WE LEFT HOME!

PRESENTING OUR FIRST EXHIBIT...
...THIS PERFORMANCE CELEBRATES THE VICTORY OF KNUCKLES OVER THE EVIL FORCES OF DOCTOR ROBOTNIK!
THIS WAY TO ADVENTURE IN THE CARNIVAL-NIGHT ZONE!
QUICK-A THINKING, BOSS!
SOME FOLK SAY ROBOTNIK IS *STILL* ON THE FLOATING ISLAND, REPAIRING HIS *DEATH EGG!*
DO THEY, INDEED!
ANYWAY... FOLLOW ME LADIES AND GENTLEMEN, FOR ADVENTURE BEYOND YOUR *WILDEST DREAMS!*
BOP!
BOOP!
BOP!
I CAN'T DESTROY THE ZONE WITH ALL THESE PEOPLE AROUND. SOMEBODY COULD GET HURT!
I'VE GOT TO FIND ANOTHER WAY TO BEAT THESE BADNIKS... AND *FAST!*
NEXT ISSUE: **SHOW-DOWN!**

THEY'VE FOUGHT ACROSS TIME AND SPACE...



NOW THEY'RE COMING ROUND TO YOUR PLACE.



X-MEN®

Followers of Magneto, leader of evil mutants, beware. Wolverine and the other X-men have arrived.

And they have brought the awesome Blackbird Jet with them.

In the "air" it fires missiles. On the ground it transforms into 3 attack modules – a land vehicle, a command centre with defensive capabilities and a glider with working ejector seat. It's the ultimate weapon for the ultimate battle. You have been warned.

MARVEL COMICS

A full range of X-Men figures and playsets are also available, call Tyco Toys on 0800 585108. TM and © Marvel Entertainment Group Inc. All rights reserved.

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the **Q** Zone for hints, tips, and help with your favourite Sega games.

SONIC & KNUCKLES SPECIAL

Part 1

You asked for the review, bought the game and played it over Christmas. Now *STC* game guru **David Gibbon** brings you the first part of the complete solution to **Sonic & Knuckles**, Sega's first ever backwardly-compatible game and the best Sonic release yet.

MUSHROOM HILL ZONE - 2 ACTS

Go from left-to-right and you'll be home and dry.

HAZARDS:

THE DRAGONFLY: Running into these pesky badniks will almost guarantee loss of rings. Approach slowly, then jump into the head to eliminate them! The safest way is not to avoid contact with them, but just make sure you scrape by them.

MADMOLE: Watch out! This mole will appear without warning, hurling mushrooms which, if you're not careful, will stick to your body. Jump over the mushrooms and land on the mole's head to get rid of him.

STICKY VINES: An entanglement with these can result in losing a life by provoking attack from badniks in the area. Carefully jump into any baddies around you, then perform a spin-dash to break free.

CLUCKOID (ACT 2 ONLY): Approach these nasty Chickens cautiously as they create gusts of wind which blow you into danger. When the wind stops, jump on their heads to destroy.

HINTS:

LARGE ORANGE MUSHROOMS: These enable you to reach higher areas of the game. The trick is to stand on top of a mushroom and bounce. Provided you're left alone by badniks you'll continually go higher.

GIANT CORKSCREWS: In order to gain height, grab one of the two handles and press Down repeatedly.

BOSS - ACT ONE: When Robotnik's boss throws logs at you, avoid them by jumping in the air. When he is near the ground, jump on him and bounce several times on top of the ship. He'll be no more after a couple of hits.

BOSS - ACT TWO: Spin-dash the satellite dish, then chase Robotnik by running right. Jump over or through the spike balls, but be careful you don't jump up and hit Robotnik's ship while flames are pouring out. This boss will be destroyed after several hits.

FLYING BATTERY ZONE - 2 ACTS

A fairly straightforward level, although a few obstacles need to be overcome.

HAZARDS:

BLASTER: These tank-like badniks can be lethal if approached too cautiously. Perform a spin-dash to get rid of them quickly.

FIRE: Dotted throughout the level, fire should be avoided at all costs. Use the overhead climbing frames when available in order to get past.

PROPELLERS (ACT ONE): When swinging around the poles, get as close as possible to the Propeller. Now let go and proceed onto the next one. This should keep you fairly safe.

HINTS:

FIRE: Sometimes there will either be a spring or a door-opening button in the centre - the spring being especially useful if you are playing as Sonic.

OVERHEAD CLIMBING FRAMES: Use them frequently in order to avoid danger.

BOSS - ACT ONE: Stand on top of the boss on the yellow button. When one of his arms stops moving, jump left to ground level. He should now hit himself! Repeat this action several times to destroy him. S'easy when you know how!

BOSS - ACT TWO: Stand still. As soon as the moving laser stops, get out of the way. Repeat this several times to complete the first part. Next is the hard bit! As the ground pushes up, quickly make your way to the top of the level (move too slow and you'll come to a nasty end). Once in the sky, Robotnik will re-appear. Stand either side of the screen and wait until Robotnik moves up. Jump into him, wait, then jump into him again. Jump to the opposite end of the screen and repeat the above actions to eventually win!

SANDOPOLIS ZONE - 2 ACTS

Although Act one was fairly simple, Act two is a different story as it's one of the most difficult zones in the game.

HAZARDS (ACT TWO):

WATER SLIDE: When travelling down a slide on the right, watch out for a moving platform. When you see it, jump across to the slide on the left as it will take you off the slides and you'll land back onto dry land.

KNUCKLES: A Moveable Black Switch that swiftly closes a door and can prevent you from moving along. Go right until you come to a dead end. Climb the wall to the top and glide left to press a yellow button. This enables sand to fill in below. Return to the Black Switch where you`ll notice a piece of Moveable Concrete. Push this into the Black Switch in order to hold it, allowing you to proceed to the right.

HAZARDS:

SKORP: These are nasty so don`t stand around too long or they'll hit you with their tail. When the tail is in the air, attack them by performing a spin-dash.

GHOSTS (ACT TWO): These become lethal when darkness falls. Find one of the many handles that hang overhead and pull it down.

LARGE OVERHEAD YELLOW BUTTONS: Touching one of these will fill the ground with sand, which can crush you if you don't know the excape route. Only use them if you're playing as Sonic as they enable him to go higher. Incidentally, because Knuckles has the ability to climb walls, he doesn't need to risk using the sand.

HINTS:

MOVEABLE CONCRETE: Push these slabs onto a conveyor belt and they'll help you avoid danger.

WATERFALLS: When standing under a waterfall, keep pressing jump to take you higher.

MOVEABLE BLACK SWITCHES (ACT TWO): These are dotted around the level. When moved, they are able to open a nearby door.

BOSS - ACT ONE: Stand at the far right of the screen. When the stone man appears, jump up and hit him in the face! Keep repeating this and he'l eventually fall of the left-hand edge and into the waterfall.

BOSS - ACT TWO: When you see Robotnik's machine, wait until the foot closest to the screen sticks out. Stand on this, then jump up to hit his head. Repeat these actions to win.

TOP TIPS

1. Timing is very important in order to get through a tight space. Get this right while using the spin-dash and you'll have no problems.

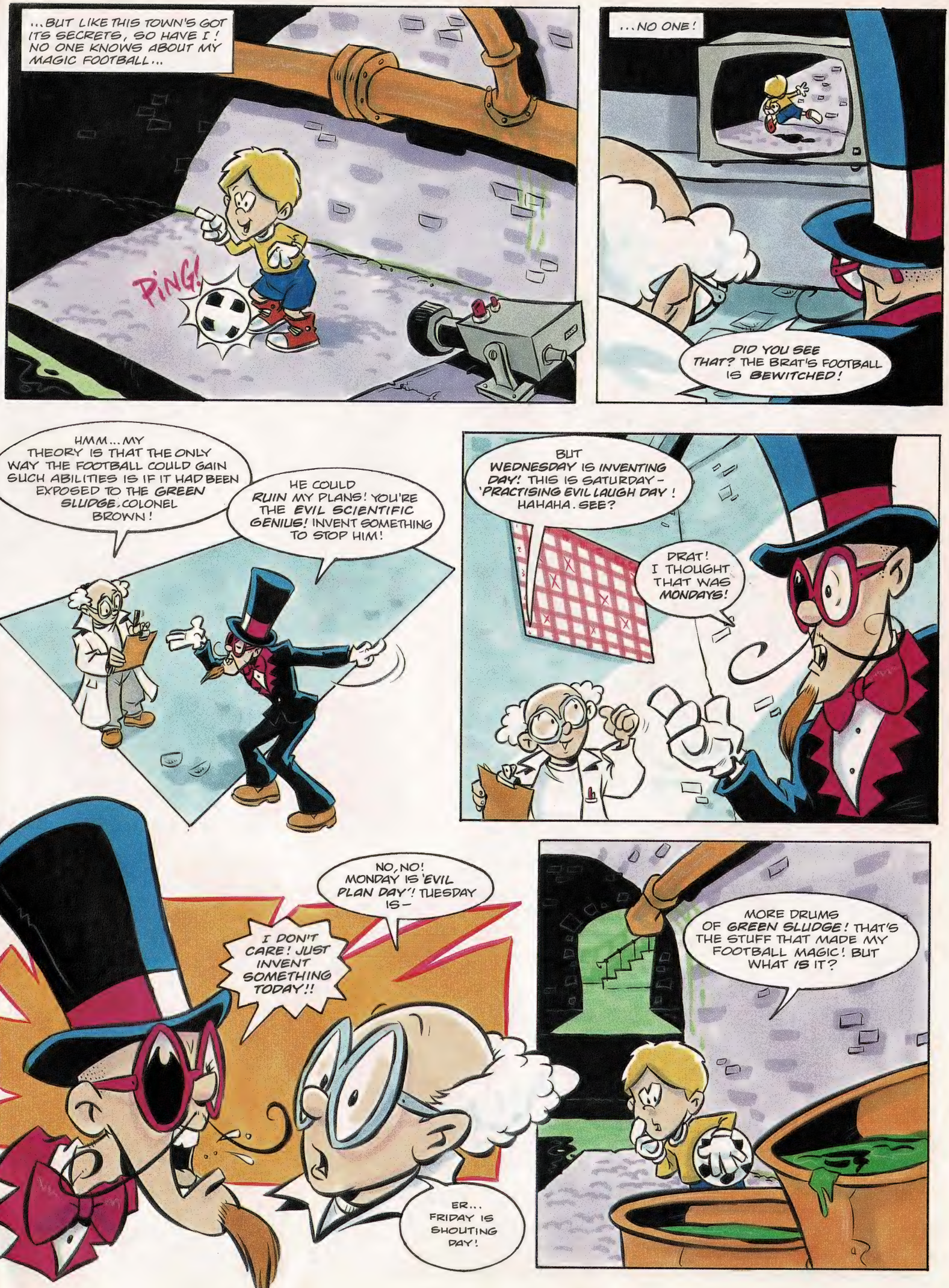
2. Playing as Knuckles, frequently use his wall-climbing, strength and gliding skills as they really do make life easier.

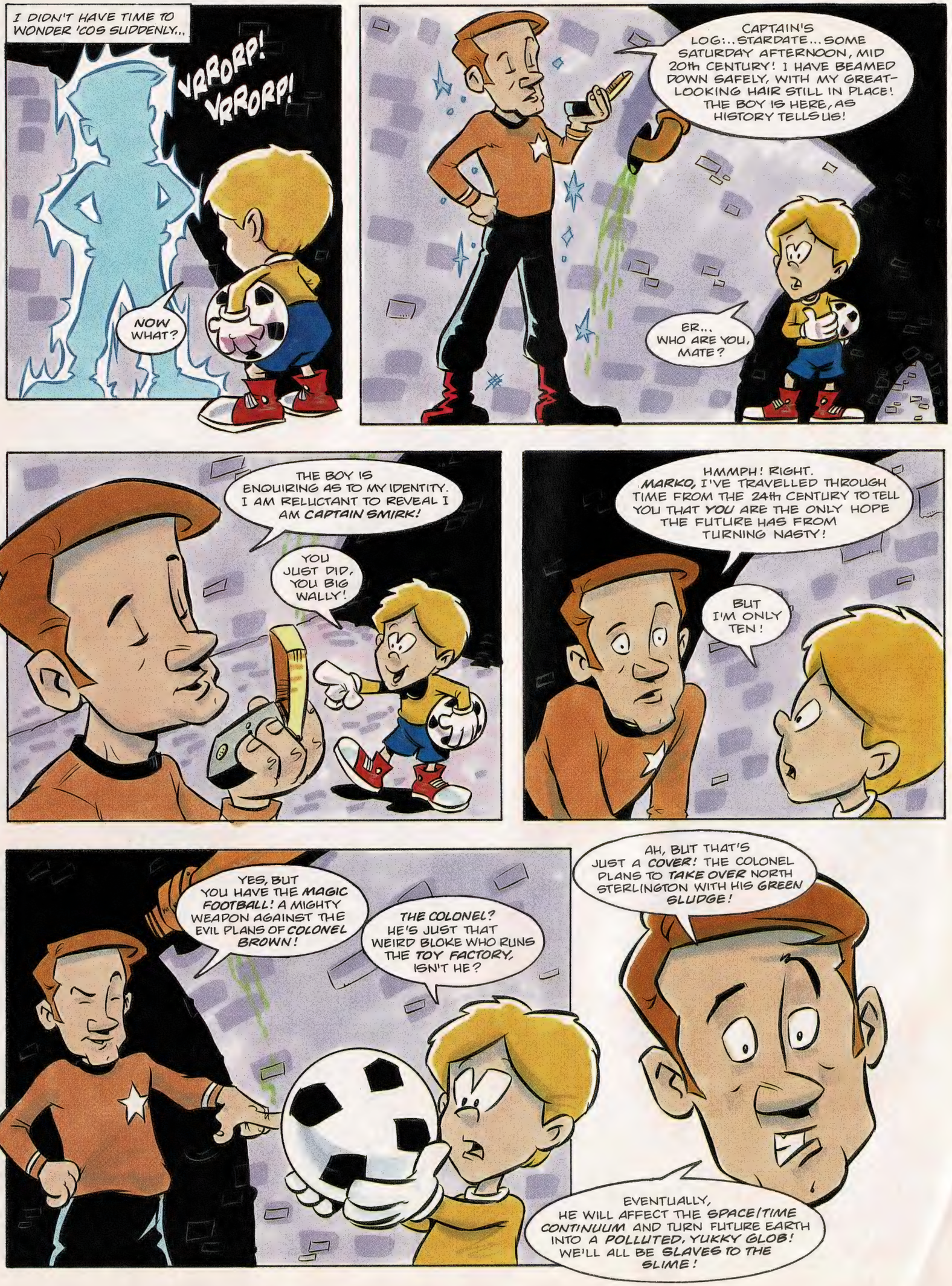
3. Bear in mind that there are two ways of completing most levels. Using Knuckles you can take short cuts because of his extra abilities, while Sonic must take another route as he can't climb walls etc.

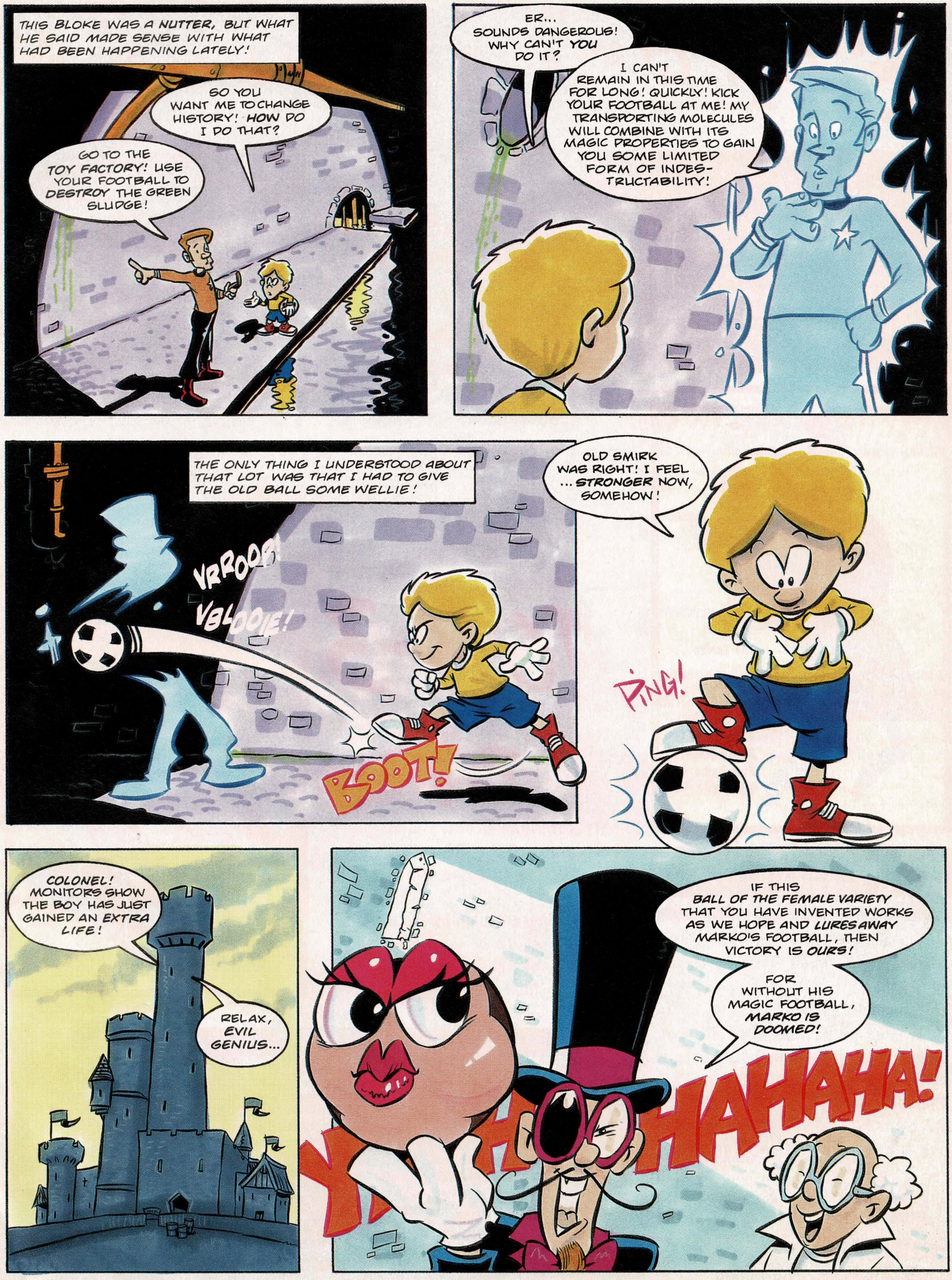
4. *SONIC 1* WORKS WITH **SONIC & KNUCKLES**! Well, nearly. Although you can't strictly play using *Sonic 1*, you can gain access to an infinite number of bonus levels! Plug your *Sonic 1* cart into the top of **Sonic and Knuckles**, and when the screen saying 'No Way!' comes up, press buttons A, B and C on the joypad simultaneously. You should hear a chime before you enter the secret bonus game.

NEXT ISSUE: **Sonic & Knuckles Special Part 2**

MARKO'S MAGIC FOOTBALL™
Script: Lew Stringer
Art: Gary Andrews
Lettering: Elitta Fell
PART 3
NAME'S MARKO. I'M JUST AN AVERAGE KID REALLY. I EAT BURGERS, WATCH POWER RANGERS AND READ BUSTER.
SO WHAT AM I DOING DOWN IN THE SEWERS WITH THREE DINOSAURS?
GRRAARGH!
D-D-DOWN, DINO!
SOMETHING VERY STRANGE IS GOING ON IN THIS TOWN, AND I INTEND TO FIND OUT WHAT!
RRGGHH!
MIND YOU, IT HELPS TO HAVE A MAGIC FOOTBALL!
BALL, DO YOUR STUFF!
DOOF!
HAT TRICK!
BWAFF!
KOOSH!
KOWAPP
QUITE WHAT IT DID OR WHERE THEY WENT, I DON'T KNOW...

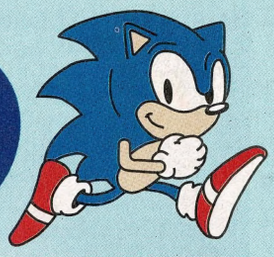

...BUT LIKE THIS TOWN'S GOT ITS SECRETS, SO HAVE I! NO ONE KNOWS ABOUT MY MAGIC FOOTBALL...
PING!
...NO ONE!
DID YOU SEE THAT? THE BRAT'S FOOTBALL IS BEWITCHED!
HMM... MY THEORY IS THAT THE ONLY WAY THE FOOTBALL COULD GAIN SUCH ABILITIES IS IF IT HAD BEEN EXPOSED TO THE GREEN SLUDGE, COLONEL BROWN!
HE COULD RUIN MY PLANS! YOU'RE THE EVIL SCIENTIFIC GENIUS! INVENT SOMETHING TO STOP HIM!
BUT WEDNESDAY IS INVENTING DAY! THIS IS SATURDAY - 'PRACTISING EVIL LAUGH DAY! HAHAHA. SEE?
DRAT! I THOUGHT THAT WAS MONDAYS!
NO, NO! MONDAY IS 'EVIL PLAN DAY'! TUESDAY IS -
I DON'T CARE! JUST INVENT SOMETHING TODAY!!
ER... FRIDAY IS SHOUTING DAY!
MORE DRUMS OF GREEN SLUDGE! THAT'S THE STUFF THAT MADE MY FOOTBALL MAGIC! BUT WHAT IS IT?


I DIDN'T HAVE TIME TO WONDER 'COS SUDDENLY...
VRRORP! VRRORP!
NOW WHAT?
CAPTAIN'S LOG:..STARDATE...SOME SATURDAY AFTERNOON, MID 20th CENTURY! I HAVE BEAMED DOWN SAFELY, WITH MY GREAT-LOOKING HAIR STILL IN PLACE! THE BOY IS HERE, AS HISTORY TELLS US!
ER... WHO ARE YOU, MATE?
THE BOY IS ENQUIRING AS TO MY IDENTITY. I AM RELUCTANT TO REVEAL I AM CAPTAIN SMIRK!
YOU JUST DID, YOU BIG WALLY!
HMMPH! RIGHT. MARKO, I'VE TRAVELLED THROUGH TIME FROM THE 24th CENTURY TO TELL YOU THAT YOU ARE THE ONLY HOPE THE FUTURE HAS FROM TURNING NASTY!
BUT I'M ONLY TEN!
YES, BUT YOU HAVE THE MAGIC FOOTBALL! A MIGHTY WEAPON AGAINST THE EVIL PLANS OF COLONEL BROWN!
THE COLONEL? HE'S JUST THAT WEIRD BLOKE WHO RUNS THE TOY FACTORY, ISN'T HE?
AH, BUT THAT'S JUST A COVER! THE COLONEL PLANS TO TAKE OVER NORTH STERLINGTON WITH HIS GREEN SLUDGE!
EVENTUALLY, HE WILL AFFECT THE SPACE/TIME CONTINUUM AND TURN FUTURE EARTH INTO A POLLUTED, YUKKY GLOB! WE'LL ALL BE SLAVES TO THE SLIME!


THIS BLOKE WAS A NUTTER, BUT WHAT HE SAID MADE SENSE WITH WHAT HAD BEEN HAPPENING LATELY!
SO YOU WANT ME TO CHANGE HISTORY! HOW DO I DO THAT?
GO TO THE TOY FACTORY! USE YOUR FOOTBALL TO DESTROY THE GREEN SLUDGE!
ER... SOUNDS DANGEROUS! WHY CAN'T YOU DO IT?
I CAN'T REMAIN IN THIS TIME FOR LONG! QUICKLY! KICK YOUR FOOTBALL AT ME! MY TRANSPORTING MOLECULES WILL COMBINE WITH ITS MAGIC PROPERTIES TO GAIN YOU SOME LIMITED FORM OF INDES-TRUCTABILITY!
THE ONLY THING I UNDERSTOOD ABOUT THAT LOT WAS THAT I HAD TO GIVE THE OLD BALL SOME WELLIE!
VRROOM!
VROOOM!
BOOT!
OLD SMIRK WAS RIGHT! I FEEL ...STRONGER NOW, SOMEHOW!
PING!
COLONEL! MONITORS SHOW THE BOY HAS JUST GAINED AN EXTRA LIFE!
RELAX, EVIL GENIUS...
IF THIS BALL OF THE FEMALE VARIETY THAT YOU HAVE INVENTED WORKS AS WE HOPE AND LURES AWAY MARKO'S FOOTBALL, THEN VICTORY IS OURS!
FOR WITHOUT HIS MAGIC FOOTBALL, MARKO IS DOOMED!
YA HOOHAHAHA!

NEXT ISSUE: A DAY AT THE CIRCUS!

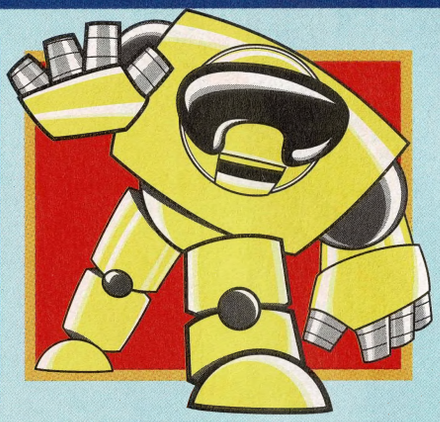
SPEEDLINES



Sound off to Megadroid about anything you want to do with *STC*, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Just Deserts

Dear Megadroid,

I'm bored seeing the same old Tomy Water Fun game as your give-away prize in *Speedlines*. Why can't you change it to a Sonic or Tails cuddly toy, a T-shirt, or even a pair of power sneakers?

Jamie Webster, Milton Keynes.
MD owner.
Sonic Water Fun Game Winner.

Well done on having your letter published, Jamie. You'll have endless hours of pleasure with the Sonic Water Fun Game that's heading your way.

The Tartan Tyrant ...
Stuart Hollingsworth, Haddington, E. Lothian.
Sonic Water Fun Game Winner.

Hume Error!

It was obviously all that mulled lemonade over Christmas that muddled the minds of the humes-who-think-they're-in-charge. Unfortunately, the letters printed in Speedlines issue 40 were repeated from issue 39. Those responsible have been severely reprimanded and have had to sing Auld Lang Syne backwards, whilst standing on one leg.

Prizes should be despatched within approximately 28 days of publication of your drawing or letter. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Price Of Fame

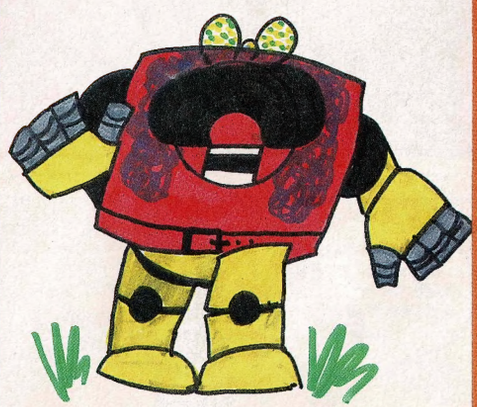
Dear Megadroid,

Does it occur to you that us Boomers might not be able to afford your comic anymore? Surely if the cost had stayed at the original price of 95p then *more* copies of *STC* would be sold.

Angry Jonathan Croot,
W. Midlands. MD & MS owner.
Sonic Water Fun Game Winner.

These decisions are made, Angry, by the humes in charge of the humes-who-think-they're-in-charge.

Megadroid adopts a new image for the New Year?
Nikki Johnson, West Bolden, Tyne & Wear.
MS owner.
Sonic Water Fun Game Winner.



Sweet Charity

Dear Megadroid,

My parents do not have much money because they have to pay for my brother and sister's college fees. This means they can't afford to buy me a Mega CD with the Sonic CD. Since you are one of the most popular comics around, will you send me one?

James Pickard, Hadlow, Kent.
MD owner.
Sonic Water Fun Game Winner.

The name's Megadroid James, not Mega-rich!

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE ...

KNUCKLES KNOCK-OUT FINALE!

CARNIVAL NIGHT CONSPIRACY CONCLUSION!

PLUS

BADNIK'S BRIDGE

THE BATTLE CONTINUES!

MARKO'S MAGIC FOOTBALL!

COLONEL BROWN SENDS IN THE CLOWNS!

STREETS OF RAGE!

TAKE TO THE SKIES!

STC 44 - IT'S READ ALL OVER!
ON SALE SATURDAY, 21ST JANUARY

£1.15

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

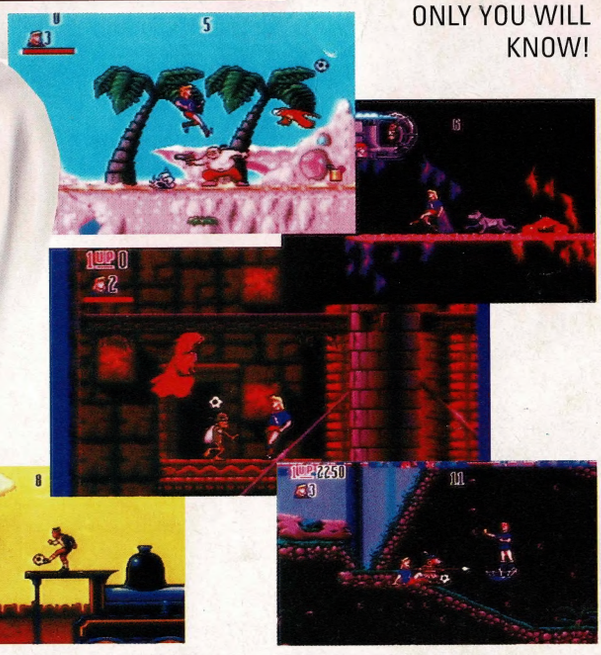
3.....

HOW DO YOU RATE ISSUE 43 OF STC?

☐ %

IF YOU CAN DO THIS YOU CAN PLAY THIS

We take no substitutes ... only the best are good enough to match the might of the Gorgons on foreign turf ... their turf. Donning the shirt of a Hurricanes superstar, use your footballing skills to find a safe route through tantalizing traps, mind-bending puzzles and stamina-draining obstacles. Are you good enough to make it to the steps of the Gorgon stadium? ... ONLY YOU WILL KNOW!



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